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FIRST CD32 GAMES REVIEWED:
DIGGERS AND PINBALL FANTASIES

Amiga

FORCE

HIRED GUNS

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SAY 'PLEASE'!

Inside:

Hired Guns ■ Diggers CD32 ■ Pinball Fantasies CD32 ■ Alfred Chicken
■ War in the Gulf Guide ■ Syndicate Tips ■ & Much, Much More!

IMPACT
AMIGA EXPERTS

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Amiga

FORCE

ISSUE 10

OCTOBER 1993

HIRED GUNS

10

RAVE REVIEW

At last, Psygnosis's epic multiplayer combat arcade adventure is finished. We review the stunning Hired Guns.



READ ALL ABOUT IT

All the latest news, including details of a controversial CD32 poker game. Plus the Amiga Top 20.



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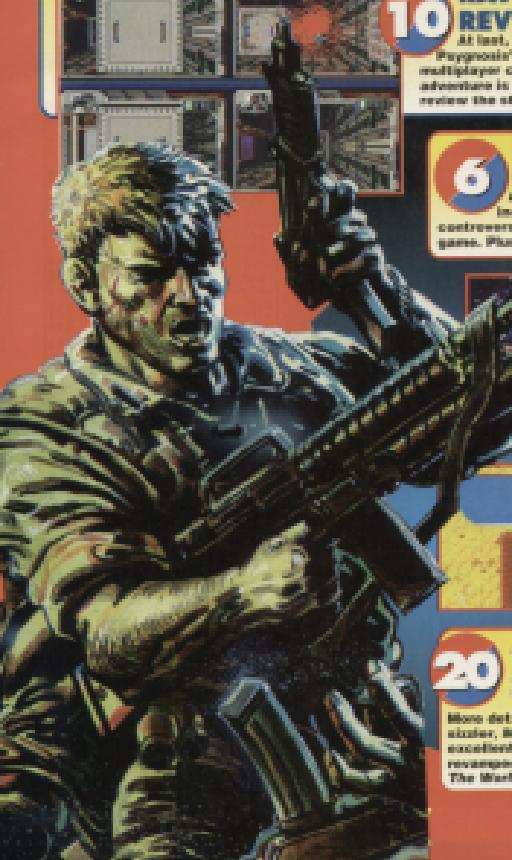
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90s
reading

Impact

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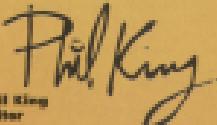
OCTOBER 1990

amiga **5**

Read all about it!

ANOTHER PACKED ISSUE

Welcome to AMIGA FORCE, the magazine that's a must for all game-mad folks. This month you'll no doubt have already noticed a slight price increase. Before you start bawling at the mouth, this is ONLY TEMPORARY to help cover the cost of our compensated tips section. I'm sure you'll agree it's a small amount extra to pay for this handy 64-page guide to gaming, packed with guides, cheats, level codes and even full solutions for well over a hundred games! This first book carries for the games from A to F (our initials), but fans of Gooch's 2nd book needn't gnash their teeth — there'll be a second compensated tips book (G to Z) in the front of our December issue. Meanwhile, next issue will have a couple more tips cards stuck in the front (and a price of only £1.99). But enough of future publications... In this month's AMIGA FORCE we bring you the very first CD32 software reviews, and very good they are too. Not only that, but there's a fittingly epic review of Psygnosis's massive multiplayer arcade adventure, *Mind Games*. We also have Playtest (and reviews) of the nearly finished *Altered Children* and *Altered Worlds* (footnote). Not to mention all your favourite regulars, including the best Amiga tips section around. Where else can you get such incredible value for money? No, not even at Blockbuster!



Phil King
Editor



SPECTRAVIDEO ON QUALITY STREET

Spectravideo are to release the Logic 3, the world's first joystick which features closed microswitches.

Unlike ordinary joysticks that operate by pressing a flag onto a contact, with a spring to reposition it when the joystick's released, closed micro-switches consist of moving parts, giving a more reliable and better quality performance. (They also make a pleasantly hollow click.) The pad also features six buttons with independent semi and full auditory functions on each.

The Logic 3 hits the shelves in early October, and will cost £17.99. Look out for a full Amiga Force review.

'MASTERS BL

Consolefreaks are bawling away on his new cassette, *Fantastic Dizzy and Cosmic Spacehead*.

Spacehead is the world's first alien spacefarer. In an intriguing mixture of arcade action and adventure, Cosmic must conquer three alien territories on his journey to Earth (the planet Unilean, Demolish (a vehicle factory on a lonely asteroid) and a space station).

Each location is divided into several smaller play areas, where Cosmic can manipulate objects, interact with other characters, and generally arcade-adventure his way along in true *ClockMaster* style. Unlike the *Dizzy* and *Spacehead* games, however, he's controlled through a series of commands such as move, examine, look, give

ONE DROP BEYOND?

In a surprise move, Ocean Software have dropped the price of their Quixotic-inspired puzzle *One Drop Beyond* from £25.99 to £19.99.

Price drops are always welcome, but this game in particular should benefit from the reduction — it's a great puzzle, but in common with most games of that genre, there wasn't enough to it to justify the original price tag.

So what made Ocean change their mind? "The game was sponsored by Makens Cosop," said Ocean spokesman Simon Lee, "and we wanted to pass the benefits on to the consumer." Fine words, splendid gesture... we hope it catches off!

GRAB GOOCH'S GOOGLY

In Graham Gooch World Class Cricket the title to inspire the ailing England team, its runaway success probably prompted publishers Audigame to program a 2nd disk.

Graham Gooch's 2nd innings is to feature tougher opponents, county teams with bidding and bowling averages according to the end of July '93, more statistics, better save-game facilities and more comprehensive options. There's also a "memories" team history scenario where you can relive famous matches from the past (in which England still had a cricket team). I wonder if they'll do the "backline" tour?

(Graham Gooch's

2nd

innings hits the

shelves around the

end of August —

and YES YOU DO need

the original to

play!

FEAST YOUR EYES WORLD CLASS



CRICKET

and use. This allows for more freedom and depth than a 2D-style interface.

Traveling between areas demands the successful completion of an arcade subgame. There are 32 in all — arcade racing, slot

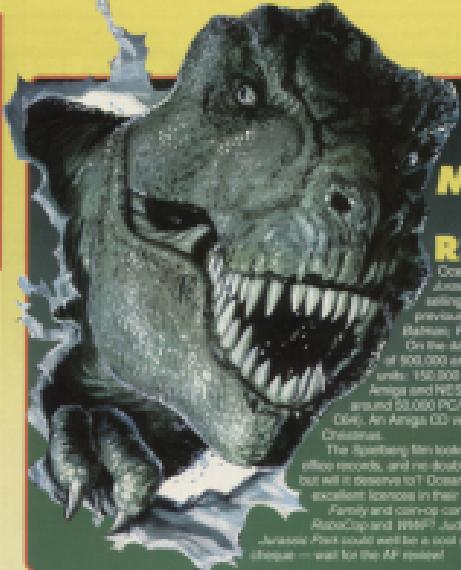


OCEAN PREDICT MONSTER SALES

Rising high on the Spielberg-inspired sea of Dino-mania, Ocean confidently predict *Ancient Plan* will be their best-selling license to date, outstripping previous blockbusters such as *Passion*, *PoleCopter* and *WWF*. On the day of launch (October 19), sales of 500,000 are expected across all platforms: 150,000 on the Amiga, 100,000 on the Amiga and PC/300,000 across carts and around 50,000 PC/CD-ROM titles (not all on the CD). An Amiga CD release is expected before Christmas.

The *Spoofing Men* books set to smash all current best-seller records, and no doubt the game will do as well too, but it's to deserve it! Ocean have produced some excellent licenses in their day such as *The Indiana Jones*.

Friendly and convey convenience, *Tek*, but what about *Aladdin* and *WWF*? Judging by the early versions, *Aladdin* *Plus* could well be a good game, but check below you please — wait for the AM review!



SEEDY CD SOFT-PORN SOFTWARE

In a surprise move, On-Line Entertainments have moved away from their usual modern-based games to convert *Storm's Cover Girl Presents the COED* and *COED* and *CDTV*.

The disk-based offering (the game that put the 'poker' in 'poker')

featured some of the worst digitisation ever seen outside dodgy VHS tapes, but this will be improved on the CD versions of the game which will contain 15-20 minutes of video footage. There will be eight girls in all, and they'll all play a better hand of poker than in the original, which was very easy to beat.

"We don't think it's offensive," said an On-Line spokesperson. "The British Board of Film Classification were consulted and are very happy with it. It has an 18+ certification so minors can't buy it, though people have 'peculiar' concerns about this sort of thing."

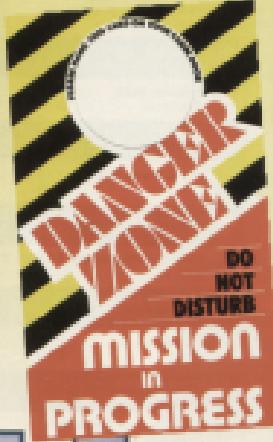


their aficionados will, er... let's be polite and say some of the game levels are instantly recognisable. The first section, for example, is pure *Treasure Island* Clippy and there's no disputing the *Clippy Down The Plank* subsection. Even so, all the puzzles have been changed — only the graphics and layouts are repeated. Clippy is world-wide himself to be instantly



LATEST AND GREATEST

Following the success of *The Greatest Show*, Boss Jolly are planning another three-game compilation tie-in with Virgin Games. At the moment the only title confirmed is *Shamus*, the Vector Graphic-programmed snooker that's been a real hit with PC flight sim fans.



ASTERS

affairs, asteroid fields and many, many more. Look out too for a Central TV programme on the making of *Cosmic Spacehead*, due for broadcast in October.

The Codies' other Autumn blockbuster is *Fantastic Diary*, a hybrid of parts Clippy games that already smash on the PC/EZ.

An absurdly huge game, *Fantastic Clippy* features just about every game-style our avoidant host has imagined. There's some puzzle-solving to be done (aha, in fact), there to collect useful items, provide sub-tasks to the gimpily — it's just like playing all the Clippy games rolled into one!

Perhaps the only thing that could work against the game is the fact that, unlike the PC/EZ, the Amiga already has a plethora of Clippy games and

News!

CHRISTCHURCH VOTERS CHICKEN OUT

As everyone now knows, the Liberal Democrats (or whatever they're called this week) brouched the Toitou in the Christchurch by-election, constituting a political tragedy and costing the Major government right where it hurts. Little will be known, however, is the fact that among the many candidates that usually score a dozen votes between them was a certain Alan Pritchard, standing for the Alfred Chicken Party.

But who are the Alfred Chicken Party? Are they a new force set to break the mould of British politics just like the SNP did in Scotland? Or does their lack of recognition in the national swing guides for power the should perh the parliamentary footfall seems certain forward — it's the only way he'll get his hens? No, it's actually an adult marketing move by Minstrelsoft, publishers of the Alfred Chicken game.

Although their guy pulled a total of 16 votes (only the Rainbow Alliance candidate scoring more) and had less than 1000 deposit, Minstrelsoft got an awful lot of free advertising out of it. As Christchurch was an important by-election, the eyes of the entire country were focused on it — Minstrelsoft were able to wriggle away on stage during the TELECAST results and anyone in the media (television, newspapers, radio, etc.) taking the parties and their candidates is legally obliged to list Name of Candidate (and not seat), candidates can deliver an election free of charge to every house in their constituency.

Not a bad deal for five hundred notes, is it? The publishers of *The Daily Sport* didn't think so — they too put up a candidate (*Read The Daily Sport Party*), though unusual that she would take her top off in her television proved unconvincing that *Female Sportswoman* always break their promises — 160.

SUPERVISION IN CD LOVERS' GUIDE DECISION

Supervision's 16-rated CD-ROM project *The Lovers' Guide* may not be released — the company are waiting to see how it sells on the Apple Mac, but are also worried about Commodore's reaction to the release.

Based on Andrew Starway's best-selling sex education video (the CD version will, incidentally, feature interactive decision making and a password system to lock out youngsters).

Also in the pipeline is *Dove's first commercial release from PCWings, *The Hobbit*.* The game was to be marketed by the little DM, but following their collapse the completion of the project is now being funded by Supervision. The game will feature an enhanced 41200 version on the same disk.

Here are the votes of the Luxembourg jury...:

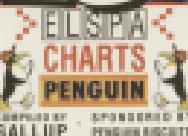
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Top 20!



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Each Syndicate makes the big leap, taking over from Electronic Arts' crown in number four. *World Class Cricket* (Electronic Arts) achieved the sort of overnight success the new English team can only dream about.

1	Alfred Chicken	Electronic Arts	34.99
2	Goat!	Vivendi	20.99
3	Project X	Team 17	12.99
4	Smashup	MicroProse	34.99
5	Dove 2	Vivendi	30.99
6	World Class Cricket	Autogame	29.99
7	Championship Manager '93	Sierra	15.99
8	Alien Breed Special Edition	Team TT	13.99
9	Scalable Soccer 92/93	Paragon/Merchandise	21.99
10	Flashback	US Gold	30.99
11	Desert Strike	Electronic Arts	29.99
12	Formula One Grand Prix	MicroProse	34.99
13	First Division Manager	Codemasters	7.99
14	Sleepy Palace Of The Valkyries	Codemasters	7.99
15	Red 2	The Hit Squad	7.99
16	Body Blows	Team 17	20.99
17	Premier Manager	Electronic Graphics	25.99
18	Wolf! Wrestlingmania	The Hit Squad	8.99
19	Populus & Promised Lands	The Hit Squad	12.99
20	Trivial Pursuit	The Hit Squad	7.99

VOTE

ALFRED CHICKEN

PARTY!

ALFRED CHICKEN
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CAST YOUR VOTES!

After some clever guerilla work from Focus Nine (Mail asking for a *President*, *Chair*, we thought why not? Of course, first we need your votes). Simply write down your favourite five games (in alphabetical order) on this coupon and send it to: **PEASLEY CHART, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** That coupon out of the last vote to send is good for 10% off remember to put your name and address.

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Raw Review!

Hired Equipment

Brent Arms G-Silenced Auto

A lightweight short-range hand gun. It features optional silencer and barrel extensions. Requires 1mm calibre ammunition.

Smith & Wesson 29

The highest quality hand gun available. The genuine Smith & Wesson is imported only from earth. Requires 6mm calibre ammunition.

Green THV Minigun Series

A compact 1m long. Average armour piercing, low recoil, low recoil and good stopping power. Also available in different formats.

Atmos Explosive Grenades

A common size and format of package. High density cellular ceramic explosive will generate an impressive blast for the grenade's size.

Digital Terrain Scanner

This hand-held unit provides a visual log and tactical database based on current surroundings.

Plasma-Angus Fireshield

Protects a volume of 2 cubic metres, usually the user, from most of the effects of plasma weapons.

Plasma-Angus Inferno

Generates a full-strength ball of flaming plasma directly in front of the user.

Common Apple

Apples are easily grown and harvested from the Patents And Licences Act of 2000.

Naemi IV Assault Rifle

With Naemi Institute's new to the M3G. This special edition Naemi laser sighted and low recoil. Requires Green Calibre Ammunition.

Neutron-Flux Laser Cannon

For use in vacuum, less effective through atmospheric. Price of Wales Award! Pot Innovation And Design. Requires 1 Kilopulse charge of voice.

Standard Rations II

Rations concentrated in Level 2. They are much the same as normal rations but for several energy enhancing boosters.



HIRE D

Psygnosis, £29.99

In our exclusive *Playtest of Mind Games* last month, we were already full of praise for it, even though we'd only seen a few levels. And now the completely finished game has arrived in anything but an antediluvian. Make no mistake about it, this is an instant Amiga classic...

The high-tech world of 2100 is run by a totalitarian central authority. On the run from this regime, Horian Descegh has formed a band of mercenaries who'll do anything for money — well, anything involving lots of killing. Just to clear one thing up, in last month's *Playtest* we said that the group's main objective on the planet known as the Glareyed Wall is to rescue hostages. Not true; it isn't. Instead they must recover four hidden power core rings and take them to the main reactor for a fusion-induced (thermonuclear) explosion — detonated

after extracting!

Each of the four core rings is located at a known site on the sprawling mission map. But to get to them, you have to get through many other levels.

This gun's for hire

Before embarking, you choose your four-person team from the 10 mercenaries on offer, some of them robots and androids. You can control them all yourself (try to fire) or get up to those friends to help, the third and fourth players either using the keyboard or joystick/mouse attached with a passed adapter. Even for two players, it's worth getting an extra mouse, as this is preferable to the slightly trickier joystick control.

After choosing an available mission from the map, you're presented with the main playing screen, split into four so each character gets his own two-person 3-D view of the world. They can even look round and see their colleagues — apart from not using a fancy headset, the feeling is a bit like virtual reality.

Character control is very user-friendly,

“So much more than a glorified shoot-'em-up”

Flash
Useful for when you need a nip of medicinal liquid refreshment.

Auto-Sentry Kit
Will fire at moving target directly in front of gun.

Tungsten Bone Rifle
A stabilized range of sporting rifles and hand-guns.

Oxy 6 Planner Junior
A hand-held battle-thinest fuelled by a separate fuel pack.

Droid Repair Kit
One piece of kit for advanced droids.

101 Bone Slings
With depleted uranium cores which provides good penetration.



(Above) That weird green blob in the top-right window is the one and only Milt. Yes, that's what the damson Lester really looks like!



■ When in a room with walls of hostile creatures, it's best to head to a corner so they can only attack from two sides instead of four.



GUNS

V3.4.12

especially with a mouse. In the latter case, arrow keys appear as you position the cursor over certain "hot spots" on the 3D viewer; just click left to rotate 90° left/right, subzero or walk forward. Clicking on the panels above the viewer brings up other useful screens, including a scrolling map of the area explored (if you have a DTV add-on) and a character status screen.

Most important of these, the Stars is the character's inventory, scrollable vertically to allow all the weapon/equipment in possession. Any of these can be placed in the character's hands to use. By the way, the only paper in the Playtest was the inability to utilize items straight from the inventory instead of having to resort to the 3D view. This is no longer a problem as you can right-click on the inventory hands to use the item immediately, making it much easier and quicker to use first-use items during battles.

And believe me, there's plenty of combat action as you explore the gloomy corridors and rooms populated by an array of enemies and hostile creatures. It gets really tense as you approach the end of a passage, not knowing what's round the corner. The multiplayer aspect also comes in well, as the other characters can cooperate to give covering fire to the rearmost.

Gunning for glory

Hired Guns is as much fun as a glorified shoot-em-up, though. The levels are so large,

there's not only a lot of exploration but also picking up odds, moving boxes, etc to solve puzzles along the way. With an amazing amount of different items to find and use, the game's more like an RPG than anything else — but much easier to get into and play, and with a whole lot more action.

The challenge of attempting the epic full campaign (which should take ages to complete) would be enough for most gamers, but no. Hired Guns has even more! There are no less than 20 stand-alone missions, including three competitive multi-player ones, and free training missions to boot.

With so much game data, not to mention the incredibly varied and detailed graphics and sound, it's no surprise that Hired Guns comes on five disks. This leads to a fair amount of swapping before missions, so the program's clever indication of what disk will be needed next is a welcome feature.

Such disk swapping is a minor, and inevitable, annoyance in an otherwise perfect game. In fact, Hired Guns would be an ideal candidate for conversion onto CD, so it's all the more surprising that Pergamon currently have no plans to do so. — unless they get loads of letters persuading it, of course.



Grenade Launcher

Hired Gun's latest addition. Requires 40mm grenades.



Medical Pack

This tool contains essential medical aid.



Pulsed-Amp: Core Polaris

Clears away blockades from alien tools.



Flamer Junior Refill: UX Gas

An inexpensive by-product from the grade of chemical test. Potentially strong burn fuel with the Day-Glo range of flame-treatments.



Particle Beam Rifle

Based around the energy transition in the ultraviolet range. This result is very destructive. Requires 1 kilogram charge or more.



Rave Review!

Phil (PC, £39.99)

It's been a while since we last reviewed a game for the Amiga, so here's a belter to start things off.

It's a bit like a cross between Wolfenstein 3D and Doom, but with a few twists.

Firstly, the graphics are excellent, with some great 3D environments and some nice 2D backgrounds.

Secondly, the controls are good, although a bit slow at first.

Thirdly, the game is fun, with lots of different weapons and enemies to fight.

Fourthly, the game is challenging, with some difficult levels and puzzles to solve.

Fifthly, the game is addictive, with a great sense of progression and achievement.

Sixthly, the game is well-made, with a solid engine and good sound effects.

Seventhly, the game is well-priced, at just £39.99.

Eighthly, the game is well-reviewed, with many positive reviews online.

Ninthly, the game is well-supported, with regular updates and patches available.

Tenthly, the game is well-received, with many players enjoying it and recommending it to others.

Overall, Hired Guns is a great game that's well worth buying if you're a fan of first-person shooters.

HOW TO LOOK 'ARD

One of the game's stranger features is the ability to design your own customized characters' faces in Deluxe Paint. If you've got a digitizer, you can even scan photos of yourself — including views from the sides and back, of course. Deluxe Design kindly offered this facility to us, so we spent there a load of pixels to put in our special review copy!



UPBI Issue 39

Standard issue for United Planets Bureau of Investigation agents. Quality firing instructions may lead to blundering. Requires .28-caliber ammo.



Pulsed-Amp: Head

Achieves the user's metabolic rate, immune system and tissue recovery. Has the end effects of curing scurvy and poisonings.



Rave review!



Rave

Violence is the name of the game in this corner of an alien world. Simply pack your well-armed gunboots' harness, choose one of many missions and off you go into uncharted masses full of various puppy stages, crazy armoring and share-infested pools. One of the most impressive things about this game is the graphics; characters and backgrounds are brilliantly detailed and look very realistic. The character-selection music sounds like a '70s cop show, but that only adds to the cool image of the game. All the missions take some walking out, so you'll be playing this for quite some time to come. A real winner... ■

■ (Left) The scrolling campaign map shows the locations of all 200 missions. The larger circles are where the elusive nuclear war rings can be found.



WHAT'S YOUR STATUS?

Fitness:

As your character takes hits, his fitness falls — when it reaches zero he's dead. Fitness levels indicated by a meter above the character's view.



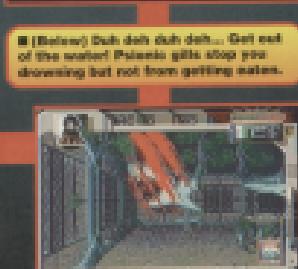
Physical:

The stronger your character, the more damage he can withstand, and the more items he can carry.



Experience:

Used in the game as a sort of score, accumulated throughout successive missions.



■ (Below) Dub dub dub dub... Get out of the water! Palantic gifts stop you drowning but not from getting mated.

Carrying:

The total weight of items carried — the maximum is determined by the character's physique.



amiga
Force Raving

■ DEVELOPERS: DMA DESIGN

■ DISKS: 5
■ PLAYERS: 1-4
■ GENRE: COMBAT ARCADE
■ 1200 COMPUTERS YES
■ HD INSTALL: YES



■ One of the best Amiga games ever made — mope it at your peril.

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• Full search feature • Shows Current Code Editor allows you to view and modify all chip registers - when edit any register, • Registers
• Disk handling - can access track, Disk Type, Path etc... • Dynamic Breakpoint handling
• Shows memory as MMZ, ASCII, Assembly, Decimmal • Copper Assembler Crossassem - now with auto comment
REMEMBER AT ALL TIMES YOU ARE INTERRUPTING THE PROGRAM IN ITS "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - UNAVAILABLE FOR EDIT

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN ITS "THUGHT" STATE WITH ALL MEMORY AND REGISTERS INTACT - EVALUATE FOR

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ANSWERING YOUR QUESTIONS

Features

Use your

It's cerebral sensations time again folks, as we conclude our roundup of the very greatest (and some not so great) strategy games. For those who didn't read last issue (shame on you) we're shelving the military sims and wargames as they're separate categories in themselves, but we've god games, explore-'em-ups and life sims galore. Take it away, IAN 'HEADCASE' OSBORNE...

SIMEARTH

■ Ocean

■ Game... the living Earth. According to the Gaia theory the planet behaves as a single, living organism that gets sick when abused and thrives when treated well, just like the human body. Simearth puts you in charge of the entire planetary evolutionary process, see will those survive your leadership?

Perhaps no strategy gamers have cried foul over rules presentation like this one. Again from making us sound like a bunch of benevolent decision takers, it encourages (or at least hints to) disengaged stamping on the computer. I HATE games that bury promising ideas under lots of pretty visual fluff (Age of Empires), or, worse still, drown them in bureaucracy (Mystopia). But there's no excuse for presentation this bad.

Underneath the rather off-putting interface lies a reasonably good game. You get to guide evolutionary development any way you like and you never feel restricted by the program. Unfortunately it seems to play itself for great lengths of time - set up the conditions, wait an hour, because it's a lot, wait two hours... OH it's not THAT fast, but it does require a great deal of patience. One for hard-core planet-gazers only.



POPULOUS II/THE CHALLENGE GAMES

■ Electronic Arts

The best just got better — Populous II takes on illustrious predecessor by this next, shaken it until the pipe squeaks and moulded it into one of the Amiga's finest hours.

Set over a thousand levels, as one of Zeus's sons you must command your 100 divine opponents to clean your right-hand place on Mount Olympus. Not an easy task, even with the 3D commands now available (the original had eight), though not all on each world. As well as the usual earthquakes and volcanoes you can now throw plagues at your rivals' settlements, blast them with a rain of fire or rip them apart with the hurricane wind. Success and you're awarded experience points which you use to build up the power of your divine interventions (monarchs by any other name).

The basics are pretty much the same — encourage your people to settle and propagate by raising and harvesting food, manipulating their actions with your exercising direct control. The additional commands are no mere fluff though — coupled with the improved graphics and sound they make Populous II a real masterpiece, even if you already own Populous.

And The Challenge Games? Well they offer 100 extra worlds with redesigned graphics in a traditional Japanese style and 40 challenge games where you're given a specific aim to achieve, and one extra command. Peel a brilliant extra disk, but at least you don't have to buy it separately now.



UTOPIA

■ Gremlin

■ GenCity meets Populous. 100% (Dr. Osborne — get back here and write a proper review — T.M.)

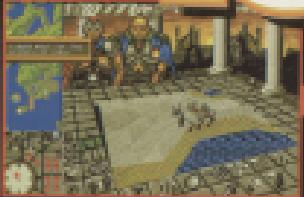
Ahem. For all its qualities, you could almost sum up this game in three words: for four if you're less geographically challenged than Mexico.

GenCity meets Populous, but in the interests of job security I'll write a more expansive review.



Mr Loaf!

PART 2



SIMANT

■ Overview

Once again I must apologize for allude to using spaces. Parts of AmigaForce we don't subscribe to MacPublication, too if needed. That's why I'll throw a ThumperTum and have us sacked from AmigaForce. Now we've got that settled you'll appreciate the PunctuationError, aren't we? And the game ready to collect. SimAnt, so don't write letters of complaint to FreshNetWorld!

Unlike other 'god' games, SimAnt allows you to control a specific creature as well as guide the entire nest — it's the interests of parasitism you're shown every time you do. Unlike its sister Home sapiens-oriented inspiration, SimAnt, AmigaForce

lets you start the game with a very small colony, which you must expand by constructing on buildings and mining projects. Keep an eye on things like crime levels, finances and morale — standard SimCity fare so far, but there's an alien colony on your planet too. They are an indigenous alien, but neither are they particularly intelligent.

Although Levels are an integral part of the game, if you can keep the Quality Of Life rating as morale indicator at 80% or more for a length of time, you can consider the economic need, and move on to the next. Keep it at 90% and you get a reward!

Although Levels are an integral part of the game, but there are definite victory conditions for those who want them. This disk swapping's a bit of a pain if you've

POWERMONGER

■ Electronic Arts

This can't be right... I must have loaded Population by mistake. Oh well, might as well send this lot of meat and drown those poor peasants down there. Hang on — the peasants not plotting. And why are the people dressed as savages, and leveling my buildings? Appearance can be deceptive, folks. Powermonger isn't a cynical cash-in on Population at all (just looks like one).

Unlike the MicroProse game, Powermonger has distinct war-game elements. Starting with a limited number of troops, you must explore the islands in question, winning cities, finding food and developing weapons.

Like most 'Building' games, Powermonger is packed with humour. Watch out for the baby-bearing stock — blast it out of the sky to stop your enemy's repopulating. Careful who you upset though. If you catch a farmer's livestock for food, he won't be too interested in your next recruitment drive.

With any luck, Powermonger will soon be re-released with the World War One Edition thrown in, built in the meantime keep your eye out for it anyway — it's a great game, and the MMXH outing made few non-cosmetic changes.

a beginning and an end. In a quick game you must beat your rivals (or others) of meat and points are added to a food supply, protect and expand your nest and rape out the opposition. A full game sees you doing all this and more — breed new colonies, take over the entire garden and turn this human-out-of-them home. An experimental game lets you add up the garden food supplies, insects/mites, etc) to your own species.

You can't fault SimAnt on detail. The 150-page manual's enlightening and informative, the game's deeper than a nest and a nest and being less sparsely than, say, SimCity you've got a specific target to aim for. Unfortunately the interface isn't as polished as it could (and deserved) well (SHOULD) be, and the program is incredibly slow at registering your inputs, leaving a noticeable impression. An interesting concept, but ineptly executed.

only one drive) and the graphics look a little dated, but the graphics cuts, does and sheets the pre-processor mustard, and that's what really counts.



Feature!!



DEUTEROS

■ Activision/Prism

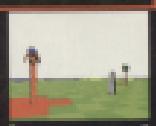
■ Now available on Prism's Topic Action Net. \$7 compilation. Deuteros features lots of still pictures and

precious little animation — and it's great!

But in the far future, the entire population of the Earth are determined from colonists once issued with the mission of indigenous life was wiped out when a meteor smashed into the Pacific. Centuries later all thoughts of space travel had vanished as the human race struggled to regenerate the Earth, and the moon base was thought to be a legend. Until now. On board a 20-toned shuttle spacefaring design turned mankind's attitude on its head — the race for space was on again!

As the reader will find, you must ensure the space race is run smoothly. Your Resource Mining HQ supplies you with resources which your production crew places trained men into to help implement those research and development teams because every once in a while, there's a time when you get to build space stations, transports and all manner of equipment. This program neatly introduces labour-saving technology just when a task goes boozing, or a computer that allows shuttles to carry passes cargo to and from space stations without the need for manual launching and docking. You always feel you're in full control of the game, from the moment you build your first mining rig to the time you're running a moon-pounding empire.

It's difficult to put your finger on why Deuteros is so engrossing. Perhaps it's the gentle learning curve that lets you take the game at your own pace, or maybe it's the brilliant atmosphere it brings, it's almost like some strategy game. Whatever it is, the game's an unmissable buy at £19.99, even if the other five games on the compilation are crap.



ARCHIPELAGOS

■ Pocket Power

■ As close but definitely a notch, Archipelagos costs a mere £2.99 — is this the budget buy of the century or what?

The island archipelagos are in deadly danger. The war between the Ancients and the Vedors is reaching its climax, the Vedors having placed an orbital of power on each of the 8,000 islands. Your task is to return the archipelagos, island by island, to the Ancients by destroying the Vedors. It won't be easy — they place their power from major bases that must first be destroyed, and they aren't always on the same island.

Archipelagos is an inspired strategy puzzle that successfully cuts across genres and provides a genuinely original challenge. At £2.99 you can't go far wrong with this one — just don't be put off by price less than wonderful Pocket Power strategy offerings.



MEGA-LO-MANIA

■ Ubi Soft

■ A curious one this ... it looks a lot like Rapport, though the resource allocation, steams mining and design research can more than a passing nod to Deuteros. It also shows that strategy games needn't suffer from polished interfaces either.

After deciding how many people to use on the island in question and placing your tower in your chosen castle, you assign your peasants to tasks such as mining, weapon development or preparing an opposing castle. The interface is disappointingly simple to use, becoming interactive after a very short length of time, and the speech samples (recorded by professional actors) are annoying.

Mega-lo-mania isn't a game for the purist, but it's great to see a game that brings the two big between strategy and action games. The Amiga does these better than most other computers, making presentation to hand without neglecting either, and produced a game with excellent yet predictable results and graphics that's out of this world. There's no way a game with the depth of Deuteros or Dune II could feature this degree of animation, but if the designers took a real cut of the Remake book, who knows what we could expect?



DUNE II

■ Virgin Games

■ Unlike the previous offering, Dune II doesn't take its plot from a book or film, but instead uses the characters and settings from Frank Herbert's novels to create an entirely original game.

Based on space-fighting on the planet Arrakis, Dune II has you controlling (and employing) one of three different factions. The Atreides are diplomatic boys who don't fight unless they have to, the Harkonnens like a bit of sabotage and terrorism, and the Fremen are the country kids from Hell.

Control your base to victory and expand, surrounded by blackness. As you explore further, more territory is revealed. Use your handful of soldiers and small cities wisely. There's no point building up your operation just to

use it wasted by roving bandits. Instead, the credits earned from space sales should always be put to good use — when you find yourself involved in a three-way scrap you won't begrudge doing open war on military bases.

Dune II is one of the most innovative and accessible strategy titles ever. Its excellent presentation and involved gameplay makes for once and for all that war games don't have to be absolutely presented.



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Previews!

Just around the Corner

This is it! No, not Dannii Minogue, but the time of year when all the software companies are putting the finishing touches to their big autumn and Christmas releases...

MICROCOSM

Pygnoesis

Microcosm almost stole the show at Commodore's C64 launch in July. It was the only game that really showed off the capabilities of the machine, but was, unfortunately, at a very early stage of development at the time. Whether the gameplay would match the technical quality of the product was questionable, but Pygnoesis promised that the finished version would blow the gaming world away!

Subatomic subs

The plot goes more than a passing nod to Isaac Asimov's *Fantastic Voyage*, where a team of medics are (along with a subatomic-sized) miniaturised and injected into the bloodstream of an ailing politician, their intention being to operate on his body from the inside, removing an otherwise terminal cancer. Microcosm also uses this miniaturised medication theme, but this time the occupants are trying to gain control of the patient's mind, very useful when you work for a multivisional concern and the patient is the president of your arch-nemesis!

MICRO MACHINES

CodeMasters

It's the world of miniature racing in the long-awaited Amiga conversion of the Coleco VHS console game. Originally released on the NES last year, it's recently been a massive success on Mega Drive, shooting straight to the top of the *Goldie All-Time Best*. And that isn't even an 'official' Sega game — well done, Codemasters, torturing on the mighty Japanese corporations in the courts and earning the right to produce your own software without having to

DEVELOPERS: IN-HOUSE

PLAYERS: 1-2

% COMPLETED: 60%

RELEASED: SEPTEMBER

so far it looks as supremely playable as the arcade version. The speed of the scrolling is certainly impressive for the

get approval from (and pay a substantial cut to) Big Brothers' Sega and Nintendo.

Of course, the Amiga market has always been completely free and open to third-party developers, so it's surprising Amiga Micro Machines has taken so long since the Famicom game to appear. In fact, it's effectively been developed in tandem with the Mega Drive version over the past 18 months, requiring an extra three months to convert. And from what we've seen so far, it certainly seems worth the wait.

Vroom Vroom

If you've never pushed toy cars around 'courses' bordered by pieces of string, rubber bands and matchboxes etc., now's



your chance. As in the days of yore, the cars skid out of control and jump over bumps. This demo we had didn't

have any sound and only a few levels, but we still had a hell of fun playing it.



DEVELOPERS: IN-HOUSE

PLAYERS: 1

% COMPLETED: 40%

RELEASED: JANUARY '93

The game's technical pedigree was never in doubt, but the proof of the pudding lies in the playing — will the gameplay measure up? The version we saw at the CD32 launch was little more than an interactive demo — the game's come a long way even in this short time. Our handles from our sister magazine *Mega*



Undertow

your chariot! Micro Machines is an overhead-view racer, with four vehicles zooming round wacky racing courses. There's a choice of eight different vehicles to race, including cars, dune buggies, helicopters and tanks — this latter enabling you to fire at your racing rivals!

What really sets the game apart from other racers, though, is the strange courses. For example, you can race around the kitchen table, dodging the breakfast waffles and cereal bowls; or down a chalk track drawn on your sofa's workbench, manoeuvring past nuts and bolts; or push buggies round the sandpit, jumping over campfire pits and water puddles. Out of the eight course types — shall we wash vehicle — our favourite has to be the classroom, with rules acting as narrow bridges between the school desks and ring-binders for ramps.

Win three races in a row and you enter the Run That Corridor race to try and beat the time limit for an extra life. There's also a two-player battle game in which you try and knock your opponent off the screen through traps to win.



How's it Going?

■ DEVELOPERS: AND DEVELOPMENTS

■ PLAYERS: 1
■ % COMPLETED: 80%
■ RELEASE: NOVEMBER
■ Apart from the absolutely impressive graphics it's a straightforward conversion of the enjoyable NES game, so its playability shouldn't be assumed. One criticism of that version was the rather sparse layout of the platform levels, but the subsequences add plenty of variety. And remember, as Bart said in a recent episode, "I would never need any excuse to inferior me-selves!"

THE SIMPSONS: BART VS THE WORLD

■ Virgin

At Cartwheel it's that spiky-haired role model for millions of youngsters, back again in another wacky arcade adventure. If you're a bit sick of litter-picking on Sky TV — it's the only thing worth watching, except now it's been converted as part of the Multicartoon deal — don't have a cow, mate. All your favourite cartoon characters are here, including the despicable power-plant owner, Mr Burns. Acting seemingly out of character, he sends The Simpsons on a world tour — but only because he wants to wipe them off the face of the earth!

Burn baby burn

The evil Mr Burns employs the help of relatives in various regions, including Professor Burns in the Egyptian pyramids, Eric von Burns of Hollywood, Flanders Burns in China, and the Abominable Snow Burns who roams the North Pole.

In each area of the world, Bart explores scrolling platform levels and plays various subgames including dicing quizzes, mini-games, slot machines and even Simpson's Idol. By picking up Knobly, The Clown, collectables along the way and special items like the Batman mask which enables him to fly, Bart can save his family (are they really worth all the effort?)



ALIEN 3

■ Virgin

Originally to be released by Acclaim earlier in the year, this movie licence has been incubating for a long time and will finally hatch from your local retailer's incubator in November.

Just in case you haven't seen the movie (or can't remember it by now), here's a recap: The Queen Alien and her offspring have taken over the prison colony, Fearing 1981 (also known as F-4) and turned it into a breeding ground. Why, those prisoners' stomachs make great incubators for Alien eggs — especially as the unfortunate inmates are chased to the walls and can't escape. So once again it's up to skinheaded Ripley to save the prisoners and exterminate the toothsome nasties once and for all.

Blasted aliens

The major difference between the film and game is the weapons. In the movie Ripley was unarmed — in the game she has four spectacular weapons taken from the first two films in a糟 of alien licence by programmers Probe. A Pulse Rifle sends out a spray of armor-piercing bullets, a Plasma Thrower quickly turns these Aliens to death, hand grenades can be thrown (especially useful for killing Aliens below), and a Grenade Launcher come in useful for blasting open steel doors.

Each multi-level scrollery level is infested with Aliens who creep intelligently around the corners to leap out at Ripley. Moreover, she has to find all the prisoners before those incubated eggs hatch (in either a light-time limit). As well as jumping onto moving platforms and lifts, Ripley can crawl along narrow air ducts, always keeping an eye on her radar meter for nearby Aliens. Virgin say the game has been extensively rewritten since its Acclaim days, as the "missiles" that appeared in other stages at the time are now redundant.

How's it Going?

■ DEVELOPERS: Probe

■ PLAYERS: 1

■ % COMPLETED: 80%

■ RELEASE: NOVEMBER

■ So far, so good. We

remember the very early demos with Ripley

scrolling and a ridiculous

high difficulty level. The combination of platform and blasting action now seems so much more playable and there's no reason to suppose it won't turn out as well as the impressionistic (ugly!) versions. It's there, Alien 3 could well be a surprise package but — especially if it pops out of your stomach during Christmas dinner!

Previews!

DETROIT

Impressions



Do you see yourself as a building Henry Ford? Can you dream up quotable aphorisms like, "you can have any colour you like, as long as it's black"? Could you produce the most compensated car in history (the Edsel) and still be worth a fortune? You can! Don't believe us? This then — do it for real and make loads of dough. For the less talented among us, however...

Detroit is described as the "ultimate automobile simulation", allowing you to build the car of your dreams. Guide your company through the years 1908-2000, designing and building cars, sorting out strikes, nipping your competitors and generally being a capitalist baddie. At this time of writing, modern play with up to three human or computer opponents seems likely.



How's it Going?

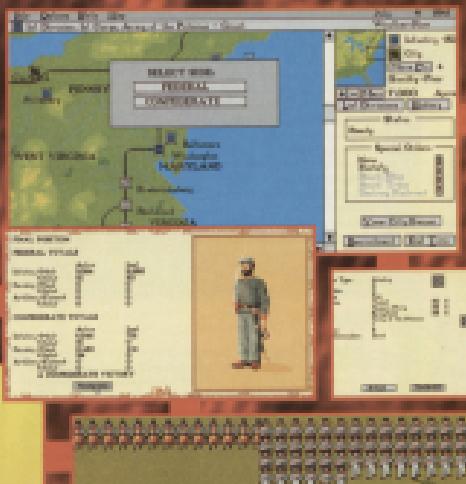
DEVELOPERS: IN-HOUSE
■ PLAYERS: 1-4 (MODERN)
■ % COMPLETED: 60%
■ RELEASE: NOVEMBER
■ Judging by the PC screens we've seen so far, it looks frighteningly similar to Cohen's IL, which wasn't well received at all. Hopefully Impressions will clear up a few of the earlier game's later promises and create a strategy sim that can genuinely claim to be a wargame of the Masters.

THE BLUE AND THE GRAY

Impressions

A solid impression. Micro Miniatures' wargame featuring lots of animated soldiers, this time covering the events of the American civil war. The conflict began when eleven states in the South and of America broke away from the United States, declaring themselves independent and adopting the Stars and Stripes in favour of the Confederate Lee. A blue star-encircled diagonal cross on a flame-red background. The first shots were fired in 1861 when Confederate troops attacked Fort Sumter (South Carolina), which the occupying Union army had refused to vacate after the start.

The Union (North) was led by General Grant, and characterized by their blue uniforms. The Confederacy (South) wore grey (American spelling), and fought under General Robert E. Lee. After a long and protracted conflict the North emerged victorious — General Lee surrendered at Appomattox Court House in April, 1865. By June the military was complete.



GLOBAL DOMINATION

Impressions

Has anyone out there played Risk? No, I'll rephrase that — Is there anyone and there who hasn't played Risk? Just as I thought! For the two people sitting in a cave in an obscure part of Worcestershire, Risk is a classic wargame, unusual in that it doesn't use the traditional hex-and-carboard approach. It was converted to the Amiga by Virgin a few years back, but is now long deleted.

(Global Domination, according to Impressions, takes off where Risk ends.) The first major difference is of course the computer opponents, based on a variety of historical scenarios. You can play against human players too, and modern play is catered for.

Unsurprisingly, a variety of military hardware is on offer — artillery, infantry, aircraft, armoured vehicles... you name it. If you're including it, you don't get reinforcements automatically depending on territories conquered either. The greater land area you command the more resources are available to you, but it's up to you to manage and allocate them.

How's it Going?

DEVELOPERS: IN-HOUSE
■ PLAYERS: 1-4 (MODERN)
■ % COMPLETED: 60%
■ RELEASE: NOVEMBER
■ We've only seen the press releases and a few screenshots so far, but it looks like a real corker — Halford's Forces on the road! If it's half as good as MicroProse's open, it'll be a well worthy outing; but we'll have to wait till November 18, first out.



How's it Going?

DEVELOPERS: IN-HOUSE
■ PLAYERS: 1-4
■ % COMPLETED: 60%
■ RELEASE: NOVEMBER
■ Whether Global Domination measures up to Risk's tricking and scheming into the Nineties remains to be seen, but the signs are good. Look out for a full A-FORCE review — eventually.

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Tire your radio to KISS and pull the knobs off

Play football in the street

Believe in yourself

Give £100 to a down and out

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Write the alphabet backwards

Order an empty shop and leave it outside your house for a week

Meet an old friend you haven't seen for years

Learn something new every day

Make a record

Name the divine electric

Plant a tree

Laugh

Take a picture of your back

Phantom mountain roadhouse

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Turn your radio up full blast

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Stand at the clouds for a full ten minutes

Buy someone at the same sex

Buy Marvin Gaye's "What's going on"

Tell someone a secret.

Visit Great Ormond Street Hospital

Begin something you've always wanted to begin

Go to the market and spend big

Talk to a child about the future

Help someone today

Throw away your watch

Wear a wig

Turn purple

Wallpaper the inside of your car

Get on holiday and don't take any luggage

Take a friend to the moon

Take a friend to the moon

Take a friend to the moon

Please someone you love

Take a friend to the sea

Put up a hammock outside

Get up four feet on the tub every day

Get on a bus you've never been on before

Cross to your partner under a full moon

Say yes for a day

Take a bath in milk

Dance in the front garden

Be a queen/pirate

Put your name on a star

Watch 'It's a wonderful life'

Shave your head

Feed the birds

Stop someone getting AIDS

Get on a bus you never got on before

Drink a glass of water

Visit an art gallery

Learn to talk

Clean your ears

Write a poem

Feed someone else's meter

Do a tarot card

Dream for the day

Carry a flower all day

Feed the dog

Stop someone getting AIDS

Take your grunge to the movies

Stop staying solo for a whole week

Get the most record you hear on KEXP

Do 100 press-ups

Put on a dress

Write to your MP

Buy your best a present

Say hello to a gallerian

Make a wish

Buy a friend your favorite book

Spend an hour in a place of worship

Learn to listen more

Take up knitting

Go to a museum

Sing a song at the top of your voice

Listen to Radcliffe's next show, in the park

Photocopy this ad and get someone else to do it

Write a fairytale

Take into Carson tomorrow morning at 4am

Only boil as much water as you need

Spread an afternoon speculating on how to make a million

Learn a new word every day

Forgive someone.

Do one thing to make the world a better place on free

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.



Playtest!



(Right) Chucky Alfred jumps up the presents to collect them in massive rising chainsaws! (Below) If Alfred grabs all the presents while floating towards the level end he gets an extra life.



ALFRED CHICKEN

Mindscape, £25.99

Amiga conversions of console games are not uncommon nowadays, but none from the Nintendo Gameboy certainly aren't Alfred Chicken was a huge hit on the monochrome handheld, due to its enjoyable platform action and one of the cutest main characters around. Alfred's a spring chicken who can really spring, leaping many times his own height to reach ledges and jump over hazards.

His aim is to collect all the stars on each numbered scrolling level — only then is the exit opened. A star is revealed when Alfred picks a

balloon; this also acts as a repeat point, so he's sent back here when he dies. And with the odd number of hazards around, this isn't uncommon. A variety of lethal-to-touch enemies patrol the platforms, including clockwork mice and spiky-shelled snails. These can be tackled in two ways. If Alfred has collected some strawberry jam, he can spit the seeds at the baddies! Other weapons can also be found, including a magic feather which cures the little chick.

Alfred's usual attack method, though, is his dive-bomb: jumping up and pulling down on the joystick sends the plucky chicken into a fast, head-first dive to pummel creatures to death on impact. This can also be used to smash a column of blocks.

Other hazards are indestructible and must be

carefully avoided. Sleeping bombs wake up when Alfred goes near them, and soon explode in five directions. Spinning mines fire squid in a fixed pattern, usually in Alfred's path — so good timing is essential to get past.

Talking to plants

Littering each level are special doors, only revealed by picking switches or headbutting invisible blocks. Doors usually lead to other parts of the huge levels, but special ones take Alfred to see Mr Potato, the friendly flower who gives him useful objects and weapons.

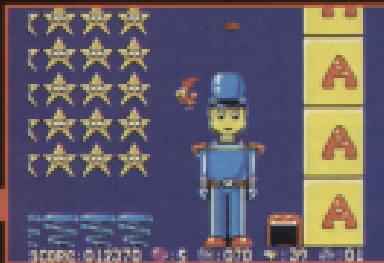
In the nature of platform games there's plenty of hidden bonuses and features scattered around the levels too. For example,

1st Impressions!

At first the single-colour backgrounds give the game a dated appearance. Then again, this is infinitely preferable to the confusing parades seen in, say, *Alto's Zoo*. This would have been a problem when trying to sooth noisy fragments of shrapnel from bombs etc. Anyway, as in the original Gameboy version, the stone-like backgrounds make navigation around the huge levels that much trickier. On later levels, however, the detailed scenery is very attractive, particularly the large green pop bottles with whom Alfred can interact. Alfred himself is a real star. Keeping his wings in a vain attempt to fly, eyes bulging as he spins into a climb-back — not to mention his amazingly realistic pecking action. Even his death sequence is hilarious as feathers fly everywhere before he hatches again from a new egg.

Playtest is this classic platform action with plenty to see and do. A plethora of hidden rooms and bonuses make exploring more interesting. And every level has its own special features, including that chairman chasing you up the screen as you frantically tick switches to reveal the next set of reward platforms. The balloon reward points ensure it doesn't get frustrating and if you collect all the bonus items you should have plenty to tackle the much trickier later stages. Incredibly addictive, *Alfred Chicken* proves the platform genre can still provide a lot of fun. ■

R(Right) Alfred leaves Island Mr Pickles' place. He's a load of goodness in a secret room (below). Alfred jumps up and launches into a super dive-bomb to smash blocks. One mention of Pavis and watch that chicken go!



HICKEN

at one point Alfred must jump into the middle of some (non-existent) spikes to find an unseen passage to a secret door. Very clever, but half the fun in a game like this is in looking for secret features. One of the most powerful in *Alfred's* the (well-hidden) warp rooms which offers a choice of higher levels to transport to.

Otherwise, completing the level is achieved by picking the string on the last balloon, which lets Alfred into a bonus vertically scrolling collect-'em-up. If all the items here are collected (very tricky), Alfred receives an extra life when the exit scrolls into view. A life is also awarded for finding all Mr Pickles's scattering cans. At the end of certain levels, Alfred even climbs into a gondola to fight the evil Mecha-Chicken in a shoot-'em-up!

Play chicken

There are several huge levels in all, incorporating six different scenery styles, each with their own hazards and features. For instance, on the Pop levels Alfred must quickly make his way up the swivelling screen to escape a rapidly rising chairman!

Due for an October release, *Alfred Chicken* is currently undergoing debugging and playtesting. All eleven levels are playable, though some special features aren't yet working correctly, as the arrows on the blocks which Alfred needs to move remote control bombs. A jolly soundtrack has also yet to be added, but the platform playability is already obvious to see. Hopefully the game will be completely refined for a full review in the next *AMIGA FORCE*.

amiga FORCE Playtest!

DEVELOPER: IN-HOUSE
DISK: 2
PLAYERS: 1
% COMPLETED: 99%
RELEASE DATE: OCTOBER

THE PROS

- Very appealing animation of Alfred, especially when the dive-bombs.
- Loads of secret rooms and bonuses to keep you looking.
- Stage levels packed with features to make exploring fun.
- Extra subgames include a collect-'em-up and shootout with evil chickens.

THE CONS

- Backgrounds can look a bit stiff, though it's easier to see the action.

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GLOBAL GLADIATORS

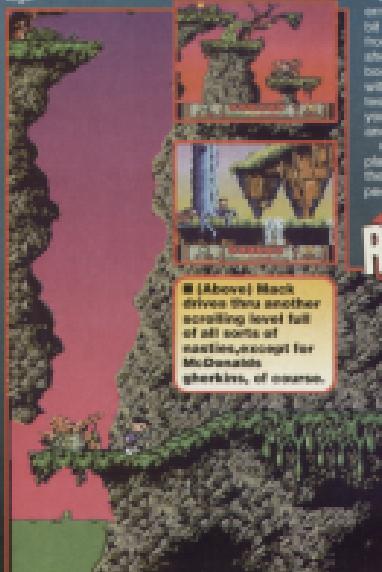
■ Virgin, £25.99

Everybody has flaws, and it so happens that Mick and Mack's are ecologically friendly movie-book stars, known as the Global Gladiators. Some say these are exactly the right sort of role models, for the young, so inevitably Mick and Mack set off to do the world of oil pollution and pollution.

Unfortunately all this was just a harmless fantasy until the world's meanest chain Ronald McDonald uttered their lines and opened their eyes to a whole new clean world with vibrant pastures and unchanged forests.

The game can be played with either Mick or Mack, starting on the seriously polluted Silversword. Armed with an anti-pollution agent gun, you fight off an invasion of sludge monsters while purifying ruined industry scuttling robbery. As if that wasn't enough, you have limited energy and time to complete each death-defying mission.

There are certainly plenty of energy-draining monsters to deal with your trusty agent gun, including time-sappers, jumping bats, time bombs, power beams and infrared lasers which mess things up.



■ (Above) Mack drives thru another scrolling level full of all sorts of nasties, except for McDonalds gherkins, of course.

Underneath the arches

The idea on each level is to collect as many of those familiar McDonalds arches as possible — you have to retrieve at least 35 before you time runs out.

When you have enough, find Ronald McDonald and he'll award a flag to you, taking you to the next level.

To help you on your mission, you can pick up a host of useful items, including a clock that gives you more time, extra lives, hours which replenish energy, arrows that mark a instant position after you die, in addition, springs give you a little extra lift for those tricky high-jumps.

Collected a vast amount of arches within the time limit and you enter a bonus game where you recycle bottles, Coca Cola cans and newspapers. This is done by catching them as they fall and putting them in their respective bins, while watching out for falling urinals.

My main problem with the game was the scroll scrolling that seemed to get around a bit — this takes a bit of getting used to. Apart from that, it's great fun to play and certainly shows that platformers don't have to be boring. Graphically it's colourful and bubbly with great detail and animation. The sound track copies an another cool feature, enabling you to listen to the game's long list of tunes and nearby FX.

Global Gladiators revises my faith in platform games. It's very playable, though the lack of any continue may put a few people off.

Roll!



■ (Above) Mack always need to a invitation pass — if he jumps on it he's guaranteed high into the air to reach those arches in the sky.

Rich pickings!

“Shows that platformers don't have to be boring”

If you see seemingly unachievable arches in the air, there are undoubtedly invisible platforms enabling you to get to them. ■

Phil!

■ *Aladdin's* unmissable Mega Drive romp has been converted to the Amiga in great style. The way that purple substance soops from your guy's gun is particularly impressive — it's just like the stuff they squirt on your budget Jiving aside, the class of a McDonalds-sponsored "ecologically friendly" game may distress some, but it can't detract from a conversion that's generally well-implemented. Apart from the often-sudden scrolling, the pixelated world of colonial backwoods and east-dawn empires is very attractive. Most impressive is the sound-track, several good tunes accompanied by neat sampled FX. *Gloryhole* is identical to the console version, as okay as platformers go, but the endless blasting gets a bit weary after a while. ■

amiga force Rating

DEVELOPERS: JOHN TWISTY	
DISK(S): 2	PLAYERS: 1
GENRE: PLATFORM	1992 COMPAT: YES
HP INSTALL: NO	



A slick conversion of the playable console platform hit.

OCTOBER 1993

78 amiga £29

Reviews!

GdL

DIGGE!

■ Millennium,
£29.99

At first sight it may resemble a scaled-up *Lemmings*, but *Diggee* is actually a strategy/aventure game in the vein of *Lemmings* and *Humans*. However, here the aim is not simply to survive — it's a race to accumulate a pile of wealth before your computer rival. This is achieved by finding various jewels hidden in the vast area of dirt before your mining HQ — it's impossible to know where they are as their locations are randomised every time you play.

The quarry between miners is activated by pressing the control pad's green button. Hitting the blue button results in a row of coins, selected by pressing red. Most important of these is movement and digging. Both bring up a submenu of menus indicating which way to walk/tip. Digging can be done across, down, or in any diagonal direction.

Jewel in the ground

Occasionally one of your miners reveals a jewel — he can collect it or a few before turning to teleport to the surface and sell his body on the stock exchange, located in the HQ. Here these merchants watch trade in any one type of jewel; thus prices may differ greatly, which greatly adds variety with time, so it's often better to wait.

Also in the HQ is the shop where mining equipment can be purchased, including tunnelling machines which go through the earth much faster than miners. Other items include a fork and spade for miners with low energy — best when hitting a long way to get to rival diggers (automatically on meeting them). This aspect offers a completely different tactic,著ologized. Only items include following roads up with dynamics (sound or thought) or even releasing a flood of water!

There are plenty of natural hazards to watch out for too, including a variety of carnivores (which can be fed into your equipment instead).

**CC Offers
an unusual
sense of
freedom for
a computer
game**



Friggots Have plenty of pluck and the ability to move away quickly from fears and lights.



Mystikats Mysterious black cats wearing cloaks. Highly intelligent, they easily get bored. Their speciality is in teleportation.



Goldenhorses Funny little over-the-top ponies who are fast diggers but not very aggressive.



Grizzlins Funny little over-the-top ponies who are fast diggers but not very aggressive.

TERRAIN

Crosslands Flat savannah with rivers breaking up patches of grass. Underground there are inventories as well as foodstuffs reserves.



Forests Mainly flat with undulating ridges and small lakes. There are many giant trees whose huge roots go deep beneath the surface, entangling in places to form an impenetrable barrier.



“

Deserts Huge rock formations and brightly coloured crystal structures are buried by the sand. Though very dry at the surface, there are lakes underground.



Rivers In these flooding levels there are many obstacles, causing a danger of flooding.



Islands An archipelago of islands linked by bridges in the water in a subaqueous environment.



Phil.

Reviews!

Rich Pickings!

MINING RACES



Quarters
Fatty green diggers, these green guys are very strong, patient and aggressive.



HAZARDS



■ (Left) The full map of all the playing zones. The icons represent the type of terrain. You can only attempt zones adjacent to those already completed.



Band Worms: Large, oily creatures which live deep underground.



Deadly Mammals: The pointed remains of these large creatures can be found in toy levels.



Eggos Horribilis: Even worse than the Queen's lumen! A weird alien egg whose contents absorb themselves into your mind, turning him into an alien!



Dinosaurus: Normally docile this huge dinosaur will charge if provoked. It easily crushes victims in narrow tunnels.



Mushroomian: Anyone who's seen Jurassic Park will know all about these ferocious dinosaurs. If you see one, run like hell!



Fungus Kebabsopon: Looks much like the other harmless mushrooms on the surface, but can eat miners whole!



Trollius Gamivorous: Lives in the forest, blending in with the foliage. Has a voracious appetite, especially for miners!



Mountaineer: Jagged peaks and craggy rock faces make few places for digging. However, underground there are large caves and water sources.



Rocky Ground: Resembles the Grand Canyon with overhangs, cliffs and large areas of underground rock. Deep below are hidden rock caverns and areas infested with ghouls and passageways once populated by ghosts.



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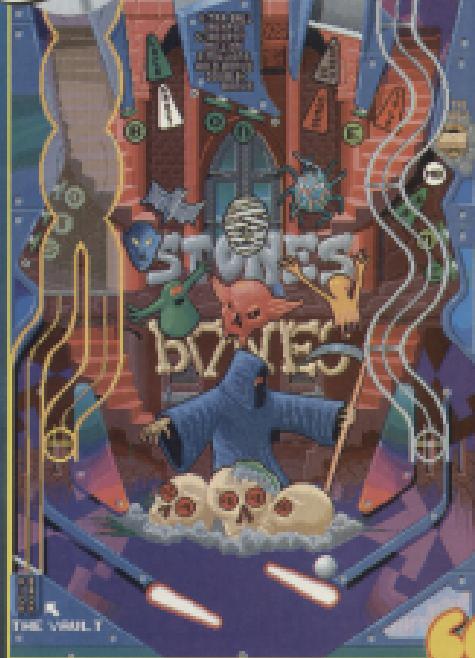
AFC

Reviews!

Rich PINBALL

Pickings!

CD:



■ **21st Century Entertainment, £29.99**

Pinball fans should rip out over this one. With four fantastic tables packed with features, accompanied by brilliant tunes and FX, the original Amiga version of *Pinball Fanatics* was highly recommended in *AMIGA FORCE* issue 2. Of course, then we didn't give

game ratings, nor did we long forgotten reviews, but if you missed it, you'd have got a Flavia award if you'd had them then.

Now this immensely addictive game is one of the very first CD32 titles to appear. As well as almost instant loading, the first thing to impress is some gorgeous CD music on the table select screen — a techno-style piece with some

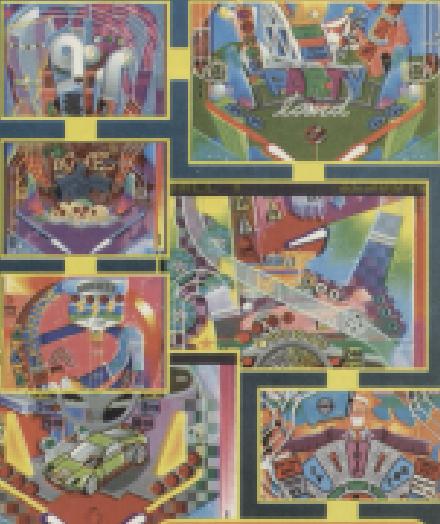
“
One of
the most
addictive
games ever
created

BOOK YOUR TABLE

As in the Amiga game, you get the choice of four themed tables...

Bones 'N' Bones The most atmospheric table is accompanied by some really spooky music. Though it scores very low-scoring at first, the availability of rabid man-eating mummified bananas can lead to whopping scores.

■ **On Spooky Devil's Island** won't you come lightning the PIN letters — instead concentrate on the BUNKIN Targets at the lower end of the table. ■



■ As you can see, the CD version uses the VGA chipset for more colourful tables. It's enough to make you flip out, man!

wonderfully warm synth sounds. It's a joy to listen to.

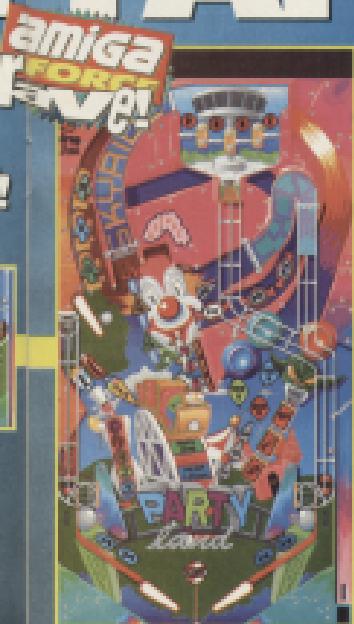
Sounds familiar

It's all the more disappointing then, that the in-game music doesn't come straight off the CD — it's exactly the same as in the original. Don't get me wrong, it really is

Amiga sound at its very best. But there's no apparent reason why it couldn't have been remixed and recorded on CD for extra stereo quality. Graphically, the tables benefit from 256 colours,

FANTASIES

ReviewS!



Partyland: A weird circus-style table, this is probably the easiest to set up, with plenty of large balloons available by knocking the ball down various obstacles. The main aim is to light the FLAMMY letters by performing several different tricks with the ball.

Special Duties: One of the hardest tasks is to get to grips with, mostly due to the tendency for the ball to easily go down the side clusters. However, good play leads to improvements to your car, a higher race ranking, and the possibility of a massive score.

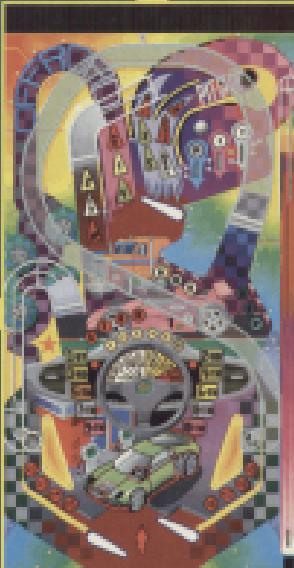
making them even more colourful and amazing than before. Most importantly, gameplay is identical — this has to be one of the most addictive games ever created. I played the Amiga version night after night for months on end, discovering new bonuses and features all the time until I eventually amassed 100 million plus scores on every table. Though hardly the sort of game to leave the CD format's shelves at the turn of the millenium.

Plantarum in still art, plausibilius
etiam non supponit primis.

Bottom Bottom Shareholders In this TV game show you can win fantastical prizes and loads of money (from one point of view). The difficulty lies with the fact that those prizes must be in before collecting them, and when you take a bust, they become null again. You need to keep such bait alive long enough to do well.

The Rehu logo consists of the word "Rehu" in a bold, black, sans-serif font, with a stylized blue and yellow sun-like graphic positioned above the letter "h".

Body ■ Water just look at that! Get all the fun and action of the popular discos without the hassles of having to sit up and get change for a 20 cent note. *Robot Fantasies* is a cool, rhythmic pinball with a varied selection of tables to fit the rhythmically-moving ball around. After you've got used to the slightly aggressive controls, you'll be away in a distant dream state. The backgrounds are wonderfully colourful and the four tables include a speedy ball race on Venus, 15 Revs, and the truly colorful setting of the *Cannibals*. The music and sound FX are very good and also especially effective on a good set of headphones, so you can get lost in the psychedelic new-world of *Robot Fantasies*.



RHINE

A complex, abstract painting featuring a central circular motif resembling a stylized eye or mandala, surrounded by concentric layers of geometric shapes and organic forms in shades of blue, green, yellow, and orange. The composition is framed by a thick, dark border.

amiga FORCE Reboot

- DEVELOPERS: DIGITAL ILLUSIONS
- GAME DATA: 4
- MEGABITES: 1.2
- CD BOUND: 10 MINUTES
- PLAYERS: 1-2
- GENRE: PIRATE!



■ Not many enhancements, but terrific game-play makes for long sessions.

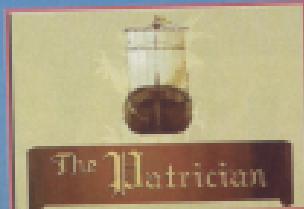
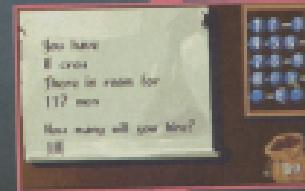
98

Reviews!

Rich pickings!



A 'point-and-click' interface is used throughout, even for entering figures when hiring crews. Quite intuitive, eh?



THE PATRICIAN

Silmarils/Daze, £32.99

Can you imagine what it would've been like in the Middle Ages if every town had a Common Market? Well, 200 years ago, trade of Papal indulgences no longer was, flagged off by the church to raise money... (said document must conform to decisions HIC 31738, bearing in mind addendum 38C punctuated by being written in letters concerning to the pronouncements of the Lissaboncarya and Mercurio Stockholme standing committee, and be sealed with (use)use of a regulation consistency)... Bureaucrats, directives, elections where hardly anyone votes — just like today really.

Surprisingly enough, according to the makers of *The Patrician* there was such a body, namely The Hanseatic League, a body that offered its members favourable trading conditions and protection for their ships, usually in the form of convoys. Starting out as a handful of enterprising traders, you can build a vast fortune by sailing across Europe buying and selling, using the proceeds to further your political ambitions. Finish the game as Alderman of the League and you're rich.

Usually, for a trading game (well, part trader anyway), the interface isn't a series of menus; instead, click the pointer on an on-screen button and you enter. Once inside you utilise its various functions in the same manner. So in your office you click on a large book to access that product menu, a smaller book for your current pluses, a map to see sea and land routes, entering quantities of produce when buying and selling is

done by clicking on the relevant numbers on an on-screen keyboard — apart from naming your ships, there is no need to touch the keyboard at all. This user interface soon becomes intuitive. Besides, the graphics are gorgeous, with wonderful attention to detail.

Trading places

An added bonus, *The Patrician* isn't a pure trader. Perhaps this is just as well, as the trading section really isn't that difficult. As long as you keep your eye on the prices and market rates (if you go quickly find two ports with nearly differing prices in their commodities. For example buy horses in Danzig, sell them in Novgorod, split them out on a shipful of horses and take them back to Danzig. You can't do this because as your activities, inside highly affect the local economies, which takes its toll on commodity prices. Even so, if you keep your eye on the market and look for something new when your profit margins decrease there is nothing stopping you amassing a sizable fortune with relative ease, especially if you're playing the quick game option. Another thought has more legitimate way of making money is to flog corn when it's plentiful (or necessary) and when it's dear, when you're desperate and prices rise.

When you've built up your bank account, it's time to realise your political juncions and get for a majority. The seas of 14th century Europe were infested with pirates, and aside a lot of general (read 'violent') can be won by sailing or even forming

“ Has advanced looks beyond pure t

appro



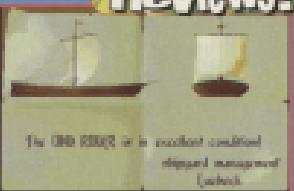
WE WON'T STAND A LOAN

Starting this full game with only 250 Thaler (the league's currency) and one ship to your name, you'll probably want to borrow some cash before long. Unfortunately the Church controls the banks and money-lending is considered a sin, so it's off to the loan-sharks you go. Interest rates are high and its mighty illegal, but if you're worried about your mercantile soul you can squish out on a Papal Indulgence, sold by the Catholic Church for total forgiveness or sins for a limited period.



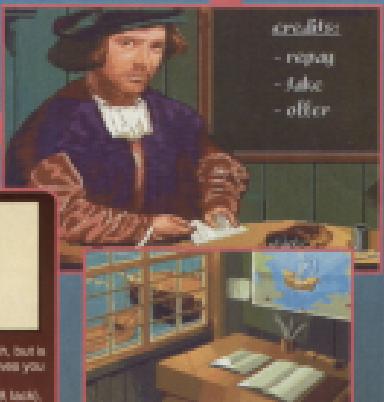
- Read the historical notes for a few commodity clues.

General Blücher was right, work is the bane of the soldiering class. The Amiga Force crew didn't test this theory during their lunch hour...



The OPI (OPI) is a excellent medieval ship management (suck).

■ Does that dubious individual remind you of anyone? I hope not — he's a loan-shark (more ship thought).



creatives:
- repay
- take
- office

TRICIAN

consists in protecting merchant ships from attack. Throwing a fleet for the townsfolk is a good way of making friends and influencing people, but make sure there's enough blood and guts — there's nothing more embarrassing and damaging to your street credibility than having your fleet end up falling flat on its face. Get yourself a spouse too. Then on men, patricians enjoy no credibility unless they're married.

As well as the usual above-board methods of social advancement, there are also a few more nefarious paths to success. By visiting the public baths and getting into the tub with a connection, for example, no really — there was no such thing as pounding in those days, and bathing in groups was a major social convention! While splashing about with his pals, you can take politics or even attempt to bribe him. Beware though — your pals might find you out later in the form of a threatening trader threatening to reveal all about what you got up to in the bath with the local councilor!

After 1869

As you've probably gathered by now, The Patrician is an extremely involved game — but is it any good? And, more specifically, is it better than Plan Software's 1869? Issue the 1869 blockbuster? I suppose it depends on what you offer...

In terms of map size alone, The Patrician's European-themed gameplay isn't patch on 1869, which covers the entire globe. It has the advantage

of looking beyond the pure trader approach, but is this a good thing or a bad thing? Sure it gives you a purpose in building up imaginary wealth (something many traders, though not 1869's lack), but the best aspects of the game don't all together as convincingly as they might.

Both games have large historical aspirations, but The Patrician soars a little bit — where 1869 uses world history as both a backdrop and (where relevant) an active influence on the game's parameters, it lends little to The Patrician other than a theme. For example, any home town of Wiley was affected by an army of over 1,000 men of the chosen clan patrolling — watch out for fire and plague too! — which was destroyed by the invading forces' first play, pouring boiling oil over the walls. Hardly needed. Also the same graphics are used for every town, making the game look a little flat. The only scroll that ever scrolls looks a little flat.

The sort of game this outing will appeal to, however, is the guy or gal who likes the occasional strategy turn but isn't really a fan of the genre — people who played 1869 for months on their Spectrum or BBC, but wouldn't even pick up 1869's little Pagan's game, will end up alienated to death and partly边缘化. The Patrician is more accessible, but prettier and much more "addictive" — it even has real action combat sequences, which you can switch out if it's not your thing. In contrast, Plan's offering is offered as a historical offering of its sheer depth, but this just isn't a lot to offer. It's one of the best designed strategy sims yet.

amiga FORCE Rating!

■ DEVELOPERS: ASCON GAMES

■ GENRE: 3D
■ PLAYERS: 1-4
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ NO INSTALL: YES



■ An accessible and comprehensive sim.



Competition!

GET BRUTAL!

And win your own American football



BOB: "Well, John, it's a magnifico sight here at the Brutal Bowl."

JOHN: "Yeah, just look at that massive crowd, and you don't get any of your soccer-style hooliganism here — well, not off the pitch, anyway."

BOB: "No, this is a real family occasion — what a charming night, all those kids copying their dads in a chant, requesting even more violence and blood!"

JOHN: "Yeah, and the players provide plenty of that in the game. There's even thrice, Lions and Vikings on the pitch, all punching and kicking each other as they try to score a goal."

BOB: "So there's nothing so

"entertaining as a good decapitation?"

JOHN: "One of my favourite plays, Bob, but you shouldn't lose your head if you want to win a copy of Millenium's Brutal Sports — Football, do you?"

BOB: "No, all you have to do is draw a picture of your idea of the ultimate Brutal Sports — Football player."

JOHN: "How many winners are there, Bob?"

BOB: "We hope that 25 lucky spicks will win a copy of the game, and one of 'em will also receive a proper leather American football."

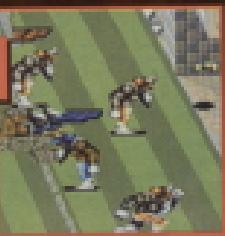
JOHN: "I'd rather play with a head, myself."

BOB: "So I've heard. Anyway, the rough, tough readers of AMIGA FORCE, head to those three pictures in BRUTAL COMP, AMIGA FORCE, Impact Magazines, Exodus, Shrapnel 513, 1000, in time for us to catch them before 7 November."

JOHN: "Or we'll come round and impale them on a metal spike!"

BOB: "Ahhh, something like that. By the way, how did they save your head back on?"

JOHN: "They didn't, they just grabbed some fat from my buttocks."



Reviews!

Rich pickings!



Looking cheap

So what's the true effect of all that? Joe's powers — there's no denying that — and the programmers' attention to detail in equally impressive. However, when I first sat down to play it, I was under the impression it was a budget game. Joe looks like it. Its two-dimensional graphics are comical and cartoonish, but most of the backgrounds — and certainly the sprites — are bland in definition and don't move that convincingly. I hardly expect anything related to have depicted and wonderfully detailed graphics, and a never-aesthetic radio is nearly always welcome — but again, other looks like a budget game.

Also, when there's too much concentration at any one time, the game slows down and the shooting peters... The need it before you're hit, not too memorable either.

And yet, *Joe & Mac*'s as playable as almost anything Amiga release this year, and moderately challenging with it. It's not another *Flashback* — come to think of it, it doesn't even come close — but it's cheery and sympathetic in the way the old C64 and Spectrum classics of yesteryear could be. You know, I like it...

HudsonSoft/ Playbyte, £25.99

Despite its utility, utility crap name, *Joe & Mac* manages to offer a little more than its contemporaries. Joe's an eight sprite, capable of a visually unbounding but nevertheless functional leap, and should be low enough to the lower edge of a platform, he can pull himself up ("Pounce").

Pincer-style blaster is deadly when aimed in so many other games, presents no problems for Joe — he's an happy to stagger provide as he is to run and jump, but while underwriter's condition to attack any passing assailants.

After every level, there's a bonus shoot-out stage, where Joe can earn extra lives. Also, there are loads of power-ups to collect, some of which are essential for dispatching invasion in case of level (and even during level) contamination. These range from pipe sections and shakers, to a fuel-hungry charwoman and patrol bombs. The latter are great for large-scale destruction. Job done, and that ground area he bursts into flames. It's not a particularly accomplished graphical effect, but there's something very satisfying about throwing explosives — perhaps that's why it's been such a popular pastime for so many years...

(Below) Joe ventures along the first level, punching those blocks with noisy bats and skeletons. Shown is only a tiny part of the extensive playing area which awaits you, as well as across. Graphics are pretty neat, even if Joe looks like Elton at his Vegas show!

There's something very satisfying about throwing explosives

99

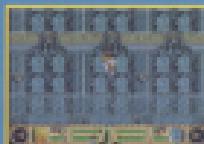
can't mention this year, and moderately challenging with it. It's not another *Flashback* — come to think of it, it doesn't even come close — but it's cheery and sympathetic in the way the old C64 and Spectrum classics of yesteryear could be. You know, I like it...



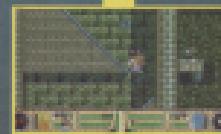
OEE!



■ Keep the pendulum until you really need them — they're fast and efficient! ■



■ (Right) You can do what you like, but don't stop at my blue statue phase... but they may get a bit heavy when Joe goes swimming!



Ian!

If there's one thing I can't stand it's a platform game that thinks it's a beat-'em-up. He's an enemy to Poussin and he moves on without touching, letting you believe you can launch a several attack. This gives you few options, neither of which is very satisfactory — you can walk behind him punching and running, living for your life when he turns round, or else hit him and lose energy. This isn't what platform games are all about.

Poussin has some great features but borders still take too many shots to kill makes it a pig to play, and this lack of intelligence is very dated. Still, at least they don't resurrect too quickly...

amiga Force Rating!

■ DEVELOPERS: BLUEBERRY



- DISKS: 2
- PLAYERS: 1-3
- GENRE: PLATFORM
- 1990 COMPAT: YES
- HD INITAIL: NO



■ Not the best platformer ever, but almost as slick as Joe's hair.

71
41



BRUTAL SPORTS

■ Millennium, £25.99

Swaddled in its reign as the most violent computer sport ever is about to come to an end... make way for Brutal Sports — Football, a game set to become the most macerately last-lasting event.

Despite appearances the game isn't based on the rules of American Football, or any rules at all for that matter. Sure, you pass by throwing an oval NFL-style ball, but you've allowed any number of forward plays, and (DEFINITELY unlike American) the action doesn't stop until a goal's scored — it's a lot like "proper" football played with hands, but without the throwing and scoring for something.

The teams are pretty unusual too, consisting of humans, Vikings, robots and other half-assed fantasy creatures. After each match injured players (maybe even "decapitated") are treated in the locker room, a sort of high-tech medical centre — comprehensive, but costly. When randomly placed power-ups include steroids,

bombs and lightning bolts, injuries are pretty frequent. Fallen players remain on the pitch until the end of the game, an excellent touch, as is the way the losing side wrings buckets of tears after the match — even a decapitated head punched by another player cries like Gaucho!

Bloody fast

Clocked by Teqva (of Shadowlands/Shadowworld fame), the game is much bloodier and more brutal than the Mega Drive original — every kick and punch results in a spurt of blood that is faster. Panning at 117 frames per second (less than the MD, but it's far from jerky) allows a much faster, more brutal atmosphere. In the very latest version the players actually run quicker than the snail, but it's needless to say this will be corrected in the final issue.

Brutal Sports — Football has the shelves around October, and (in the AD offices anyway) is easily the most eagerly awaited game currently nearing completion. Look out for a full review WHEN it's finished.

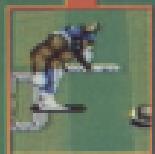
FOOTBALL



ROLE THE BALL

Brutal Sports — Football started out life as an Amiga hybrid called Berserk. Although Millennium and Tequa both considered it a good game, it was felt the concept was a little too original for the player to identify with, so it was developed as a sports sim instead... Berserk was born! The powers-that-be were so pleased with the resulting game that they decided to launch a whole series of violent reimaginings of popular sports — the numbers changed again, giving it standard paths to use for future sports sims.

Next on the list (and a very obvious choice for a Brutal Sport) is Ice Hockey, a game featuring as much mindless thuggery the "brutal" version hardly needs any twists. The third game will probably be based on basketball, and after that... who knows? Swimming? Golf? Tiddlywinks...



■ Hello, good evening and welcome to tonight's main event, a two-round title eliminator... sorry, sorry again (I think).

JOY OF STICKS?

A complex game like Brutal Sports inevitably causes programming headaches for Amiga coders — how do you enter the controls onto the Amiga's one button joystick? Texas managed it by allowing the player to choose from five different methods, offering increased complexity as you get used to the game. The more advanced controls allow the player to lock on to a single item marker, regardless of where the ball is. Okay, you might consider it a bug, but if you've got a heavy-duty joystick you might as well take advantage of two or three of the buttons — for exchange? The choice is yours.

SPORTS — FOOTBALL



BEAST



BALL

BOCHEBALL?

The Germans have peculiar tastes and sensibilities when it comes to computer entertainment. For example, they don't like to see very blood — not red blood, anyway. Brutal Sports — Football features bloodstains, but in the German edition it'll be coloured blue.

The colour change isn't just to prevent consumer resistance though — games such as Mortal Kombat (the Palace one) were banned in Germany for being too血腥 (bloody). So now you know why games like Mortal Kombat feature blood as blue blood, but none of it red.

Also, there's no word in German for 'foolish', so the Texan edition's title translates as 'CRAZY Sports — Football'.



Playtest! 1st Impressions!

- Everyone in the office agrees Brutal Sports — Football looks like a damned fine game, though there are one or two quirks to be corrected.

For starters, the game's a little slow in giving you the player you want. Not fast-pitched, but shockingly slow, but not quite as fast as it might be. This is especially annoying when passing the ball — unless you make a perfect pass, play continues on the screen slightly too long, making it extremely difficult to catch it. Also, maybe one or two of the power-ups are a little too powerful. There's no fun in scoring a goal simply because you got over the right side of the right line, and conceding a goal on these lines is undeniably annoying.

Let's not dwell on the negative — although not minor points, there's no reason to believe they won't be corrected in the final version, and the 'plus' of the game is those. The scoring is silky-smooth, the graphics and animation beyond impressive, and as for the effects — er, most. Brutal Sports — Football could easily be THE sports game of 1993, and here at AMIGA FORCE we can't wait to get our hands on a copy. ■

- Taking his inspiration from 'The Gladiators', our ham-fisted hero prepares for a maulking game of Beast... er, Brutal Sports — Football. This is the old Ultra screen of course, and whether the real one features Mr. Fists-Tan remains to be seen.

amiga FORCE Playtest!



- DEVELOPER: TEGUE
- GENRE: 1-2
- GENRE: SPORT SIM
- % COMPLETE: 100%
- RELEASE DATE: NOT

THE PROS

- Fast, furious action with edge-of-your-seat tension.
- Graphics and sonics are excellent.
- Different 'breeds' of players.
- Fun, imaginative action, with preservation and regeneration catered for.

THE CONS

- It's a little slow in giving you the player you want.
- Some of the power-ups carry too much weight.
- ...they might not like it in Germany! ■

Budget!

Budget bargin\$!



Identify targets in the
saloon shooting — bring
the friendly locals in &
south-central America! ■

GUNBOAT

The Hit Squad,
£12.99

What do the following have in common? A Colombian drug cartel that must be destroyed no matter

what, a group of fanatic followers of an evil

Panamanian dictator, and corruptive Viet Cong? None up! Well they all appear in a game called *Gunboat*, where you cruise down several of the most-cruellest waterways in search of the bad guys, from those that rule of the land, to the ones that rule of the sea. Your boat is capable of 20 loads and has eight tons of firepower concentrated into

There are three large scenarios for you to take part in, each with varied missions involving destroying machine-gun nests, blowing bridges, eliminating tanks etc. The first scenario is in the feuille country of Vietnam, the second concerns the drug wars of Colombia and the last is set in the dangerous rivers of Panama populated by Soviet-supplied forces.

“It’s quite enjoyable cruising around the rivers”

River of blood

Getting into the game can be a tad confusing unless you read the pretty thick guide book from back to back. Getting this actual boat moving can also seem a bit strange, but once practised it's a cinch. You can give instructions to the crew members on the Gunboat by pressing the F keys at any time in the game. Or you can switch to any of the three camera screens to see manually.

Once you've got the hang of it though, it's quite enjoyable cruising around the rivers blasting anything that moves. The graphics in the intro are great but during the game they're very blocky.

One major plus is that identification is not tricky if you can always instinct the crew members in the first thought. The sound FX are pretty limp, most of the time it's just the noise of the river and your engine. The game isn't my cup of tea, but I can see it appealing to simulation fans.

Rob!

Phil!

Hi there, this three-year-old Associate site is looking decidedly more snazzy now. Compared to the likes of *Hamster 2000* the blocky 3D is positively pedestrian, making the game seem more like a leisurely cruise down the local canal than ramming through a *Warren* war zone. Okay, so there's a time accelerator, but this doesn't compensate for the inherently limited action — with your course set by the river, you never have the freedom of a tight turn. *Hamster* may appeal to simulation fans looking for something a bit different, but I'd rather fly a plane any day. ■



amiga
FORCE Rating **60**

If you enjoy meandering about on the water, you might get something out of this.



UNIVER

**Zeppelin
Platinum,
£9.99**

A nobly put-together game with a good maze game with loads of money, well-worked-out levels should check out *Universal Warlord*. This highly addictive game allows you to guide your specially designed dread throughout well-devised puzzle levels in which you collect lots of cash and points whilst trying to find the exit. Each level has its own features and special features, eg Level Two involves travelling through a slippery ice landscape, shooting the enemy drots that follow you around.

Robot repairs

Between levels you can pop into the repair centre



Phil!

I have to disagree with Phil; this is not my idea of a good golf sim — compared to the likes of *PGA Tour* it'll laugh. Not only are the graphics absolutely appalling for the Amiga, resembling a poor C64 game, the playability's almost as terrible. The most important factor in golf is control — surely one of the most important factors in golf courses? The over-the-hands putting's a bit too fast. You'd have to be a real moron to get anything more than a nappy afternoon's enjoyment from *Mean Jill*. Originally released in 1988 (yes, 1988), perhaps this ancient Associate site should have been buried in a deep bunker. ■

Budget!



UNIVERSAL WARRIOR
Reviewed by J. E. FILLERY
Rating: 8/10

UNIVERSAL WARRIOR

and other things to purchase special features and equipment (such as a disruptor) for your fleet — provided you've collected enough money, of course. You can even place bets on your stats for the next level, so your shooting accuracy being above 80%.

Graphically it's great, with plenty of painstaking detail on all spaceships and backgrounds which are also full of colour. The sequences where you visit ships are excellent, using digitised pictures of real people as the crewmembers.

There's plenty of backstory in this game but you'll need to have a good read of the instruction manual before you can go leaping into the world of space development.

99**Rob!**

If your dreadnaught's drive unit breaks down, you can still get around the level (about slowly) by continuously firing, this will knock you slightly in the opposite direction! ■

league is imposed, as is the ability to bet on the outcome of the next level. Opportunity speech bubbles from the spaceshippers (especially Big Al, the dodgy second-hand dealer) add to the wacky atmosphere, and there's some strategy in figuring how to upgrade your fleet. The one thing that lets it all down is a bit in the main action, it's really just a race against the clock, collecting gates and knocking off hostile fleets along the way — not something to get too excited about. ■

Phil!

LEAGUE TABLE

Player	Score	Time
Big Al	1000	00:00:00
Rob	999	00:00:00
John	998	00:00:00
Sam	997	00:00:00
Paul	996	00:00:00
Mike	995	00:00:00
Steve	994	00:00:00
Mark	993	00:00:00
Chris	992	00:00:00
Pauline	991	00:00:00
John	990	00:00:00
Sam	989	00:00:00
Paul	988	00:00:00
Mike	987	00:00:00
Steve	986	00:00:00
Mark	985	00:00:00
Chris	984	00:00:00
Pauline	983	00:00:00
John	982	00:00:00
Sam	981	00:00:00
Paul	980	00:00:00
Mike	979	00:00:00
Steve	978	00:00:00
Mark	977	00:00:00
Chris	976	00:00:00
Pauline	975	00:00:00
John	974	00:00:00
Sam	973	00:00:00
Paul	972	00:00:00
Mike	971	00:00:00
Steve	970	00:00:00
Mark	969	00:00:00
Chris	968	00:00:00
Pauline	967	00:00:00
John	966	00:00:00
Sam	965	00:00:00
Paul	964	00:00:00
Mike	963	00:00:00
Steve	962	00:00:00
Mark	961	00:00:00
Chris	960	00:00:00
Pauline	959	00:00:00
John	958	00:00:00
Sam	957	00:00:00
Paul	956	00:00:00
Mike	955	00:00:00
Steve	954	00:00:00
Mark	953	00:00:00
Chris	952	00:00:00
Pauline	951	00:00:00
John	950	00:00:00
Sam	949	00:00:00
Paul	948	00:00:00
Mike	947	00:00:00
Steve	946	00:00:00
Mark	945	00:00:00
Chris	944	00:00:00
Pauline	943	00:00:00
John	942	00:00:00
Sam	941	00:00:00
Paul	940	00:00:00
Mike	939	00:00:00
Steve	938	00:00:00
Mark	937	00:00:00
Chris	936	00:00:00
Pauline	935	00:00:00
John	934	00:00:00
Sam	933	00:00:00
Paul	932	00:00:00
Mike	931	00:00:00
Steve	930	00:00:00
Mark	929	00:00:00
Chris	928	00:00:00
Pauline	927	00:00:00
John	926	00:00:00
Sam	925	00:00:00
Paul	924	00:00:00
Mike	923	00:00:00
Steve	922	00:00:00
Mark	921	00:00:00
Chris	920	00:00:00
Pauline	919	00:00:00
John	918	00:00:00
Sam	917	00:00:00
Paul	916	00:00:00
Mike	915	00:00:00
Steve	914	00:00:00
Mark	913	00:00:00
Chris	912	00:00:00
Pauline	911	00:00:00
John	910	00:00:00
Sam	909	00:00:00
Paul	908	00:00:00
Mike	907	00:00:00
Steve	906	00:00:00
Mark	905	00:00:00
Chris	904	00:00:00
Pauline	903	00:00:00
John	902	00:00:00
Sam	901	00:00:00
Paul	900	00:00:00
Mike	899	00:00:00
Steve	898	00:00:00
Mark	897	00:00:00
Chris	896	00:00:00
Pauline	895	00:00:00
John	894	00:00:00
Sam	893	00:00:00
Paul	892	00:00:00
Mike	891	00:00:00
Steve	890	00:00:00
Mark	889	00:00:00
Chris	888	00:00:00
Pauline	887	00:00:00
John	886	00:00:00
Sam	885	00:00:00
Paul	884	00:00:00
Mike	883	00:00:00
Steve	882	00:00:00
Mark	881	00:00:00
Chris	880	00:00:00
Pauline	879	00:00:00
John	878	00:00:00
Sam	877	00:00:00
Paul	876	00:00:00
Mike	875	00:00:00
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Pauline	871	00:00:00
John	870	00:00:00
Sam	869	00:00:00
Paul	868	00:00:00
Mike	867	00:00:00
Steve	866	00:00:00
Mark	865	00:00:00
Chris	864	00:00:00
Pauline	863	00:00:00
John	862	00:00:00
Sam	861	00:00:00
Paul	860	00:00:00
Mike	859	00:00:00
Steve	858	00:00:00
Mark	857	00:00:00
Chris	856	00:00:00
Pauline	855	00:00:00
John	854	00:00:00
Sam	853	00:00:00
Paul	852	00:00:00
Mike	851	00:00:00
Steve	850	00:00:00
Mark	849	00:00:00
Chris	848	00:00:00
Pauline	847	00:00:00
John	846	00:00:00
Sam	845	00:00:00
Paul	844	00:00:00
Mike	843	00:00:00
Steve	842	00:00:00
Mark	841	00:00:00
Chris	840	00:00:00
Pauline	839	00:00:00
John	838	00:00:00
Sam	837	00:00:00
Paul	836	00:00:00
Mike	835	00:00:00
Steve	834	00:00:00
Mark	833	00:00:00
Chris	832	00:00:00
Pauline	831	00:00:00
John	830	00:00:00
Sam	829	00:00:00
Paul	828	00:00:00
Mike	827	00:00:00
Steve	826	00:00:00
Mark	825	00:00:00
Chris	824	00:00:00
Pauline	823	00:00:00
John	822	00:00:00
Sam	821	00:00:00
Paul	820	00:00:00
Mike	819	00:00:00
Steve	818	00:00:00
Mark	817	00:00:00
Chris	816	00:00:00
Pauline	815	00:00:00
John	814	00:00:00
Sam	813	00:00:00
Paul	812	00:00:00
Mike	811	00:00:00
Steve	810	00:00:00
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Pauline	807	00:00:00
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Paul	804	00:00:00
Mike	803	00:00:00
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Sam	757	00:00:00
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Mike	755	00:00:00
Steve	754	00:00:00
Mark	753	00:00:00
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Pauline	743	00:00:00
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Sam	741	00:00:00
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Steve	738	00:00:00
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Chris	736	00:00:00
Pauline	735	00:00:00
John	734	00:00:00
Sam	733	00:00:00
Paul	732	00:00:00
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Steve	730	00:00:00
Mark	729	00:00:00
Chris	728	00:00:00
Pauline	727	00:00:00
John	726	00:00:00
Sam	725	00:00:00
Paul	724	00:00:00
Mike	723	00:00:00
Steve	722	00:00:00
Mark	721	00:00:00
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Paul	644	00:00:00
Mike	643	00:00:00
Steve	642	00:00:00
Mark	641	00:00:00
Chris	640	00:00:00
Pauline	639	00:00:00
John	638	00:00:00
Sam	637	00:00:00
Paul	6	

Budget! Budget Bargains!

The Hit Squad, £9.99

With a young of various lawbreakers taking the mayor's daughter, the only people who can save her and the Special Criminal Investigations Bureau. And this time those canary cops Breezy and Edwina are joined, so they can fire at the villains as well as send them into them.



HARDBALL!

The Hit Squad, £9.99

It's a game you'll never tire of — it's got a load, full of back, and have relaxing game of baseball. All you have to do is perhaps move one finger and watch the physics at its finest to get a few runs. Pick your team, including starting pitcher and batting lineup, and you're ready to get into the one-two-player action.

Looking from behind the pitcher towards the batter, you can choose from five four throws, taken from a total eight types. Baseball, baseball (overhead), off-speed, change-up (over pitch), curveball, screwball, slider and slope. The pitch is selected by pushing a cardinal vector direction with the You then aim the pitch — the nearer the center, the more chance of it being a flat pitch and not a 'ball.'

Striking out

The batter only has a short time to decide whether and where to swing. If a good hit is made, the score increases to a view of the left or right side of the ball park. Here, the hitting player chooses whether to advance bases or turn while the pitching game continues the nearest fielder to the ball.

"Hitting the ball is frustratingly hard"

CHASE HQ II — SPECIAL CRIMINAL INVESTIGATION

In a series of six tricky missions, you must find new clues that'll finally lead you to the get. Go on the long and winding road you go dodging critters that just happened to have been dropped on the road, barriers, and other road obstacles that either just got in the way or hurt employees on you.

Put your feet down

On each mission you have a tight time limit in which to reach the specified criminal vehicle and bring it to a halt — either by blasting the hell out of it, or by summing it off. As you approach the villain's vehicle a helicopter hovers above and drops a weapon to help you out when trying to intercept that bad guy.



"All a bit dated and old hat"

"All a bit dated and old hat"

The real shame about the game is that everything about it is set to be dated and old hat. Although there's



Save your turbo boost for when it's approaching the criminal vehicle; when you run them, cars turn behind and blast away at close range.



Phil.

I remember spending many a luncheon playing Hardball on the Commodore Amiga conversion's not up to scratch. It looks and sounds almost like the 84 game, with blocky sprites and null organ music. Unfortunately the playability isn't the same. Pitching is still good fun, varying the throw to fool your opponent, but batting is extremely frustrating. Nearly every time I managed to hit the ball it sailed straight into the hands of an opposing batter. In turn, when pitching I found it unusually easy to catch the batter out — you get loads of time to position your fielders as the ball travels towards him at about 100mph. It's all very disappointing.



"When batting, don't even swing for balls that are obviously no good — you'll miss and it'll be counted as a strike."





■ When I first saw Chase HQ a dozen or so years ago (while working on ZZAP!81), I was impressed by the set-up time (speedy 3D) — probably too fast it was faster yet better than the original Chase HQ conversion. However, technically the game is left at the starting line by today's norms. It's very picky and not anywhere near as fast as I initially remembered. Worse still there's a whole load of wait presentation screens, requiring considerable disk accessing between missions. It's not very special at all. ■

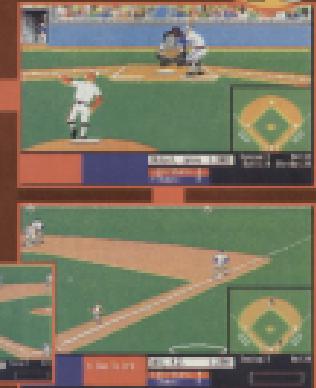
plenty of obstacles to avoid and keep an eye out for, you may still get a bit muddled after the first few on the air levels.

Graphically the game is nicely detailed but the animation is a bit on the jerky side. The music is the usual fast-moving exciting racing theme that grates on the old nerves after the first level. Although the game itself isn't bad overall, the played it millions of times before synchronised it has as soon as I got onto this service.



amiga FORCE Rating: 45

■ You'd have more fun being investigated by the Ludlow town police — only kidding!



amiga FORCE Rating: 47

■ The difficulty of hitting makes for dull, low-scoring ball games.

SUPER SKI 2

■ Games Worth Playing, £9.99

We're skipping gladiators in the context of your home computer, you can try your hand at six snowy events using various 3-D perspectives. Downhill, slalom and giant slalom are all choices from just behind your nose as he races down the slopes, negotiating between gateposts. Extra speed is gained by pushing forward to crash, but turn too late and you'll be heading into a tree!

Also viewed from behind is the biathlon, where you

Controls are responsive and intuitive

■ Use the practice mode instead of simply bashing away, it even contains a full competition. ■



■ There's one thing I really hate: its unnecessarily long disk accessing, but even worse has to be totally unnecessary disk accessing! Sadly this is the case with Super-Ski's practice mode — why oh why close it down to completely reload the same event when you want another try? This frustrating waste of time makes it all the more difficult to master the events. When you do, you feel very quite pleased especially the Alpine slalom, but you need a lot of patience to reach this point. ■



waggle to make your man run, before jumping in. A map helps you guide the slough down — the tortuous course, but it's very easy to go over the icy sides.

Fly like an Eagle

No less hazardous is the sky-jumping, which uses two viewpoints. Looking up the steep slope you guide your parapet down, before the next buttress to follow the mighty leap behind. Finally, there's ice-hopping, with two levels racing side by side down a bumpy slope, performing tricks as they go.

It takes lots of practice to be an Eagle the eagle, as the option to practise each event is a bonus. You can also choose which events to play in a proper competition with up to four players.

The only real trouble I found with this game is the long-winded disk accessing, which contrasts with the fast-moving, graphically excellent ski-sims. Controls are responsive and intuitive, though the tricky events still take a while to master.

In all, this is a game that deserves lots of playing. And for the price it's a real bargain.



amiga FORCE Rating: 71

■ Well-implemented multi-eventer marred by lengthy disk accessing.

■ OCTOBER 1993 ■

amiga 147

Budget! Budget bargains!

■ Zeppelin, £9.99

Play eight vintage fighters racing for a gold cup, put them in Japan, Egypt and the USA and you should have a good boat- 'em-up game. Unfortunately with *Fist Fighter*, all you get is a completely tame, uninspired, unplayable load of



rubish. The worst thing is that it's not until you pick one of the hard fighters and leap into the action that you realise there is no action.

The most decent aspect of *Fist Fighter* is the number of different backdrops that represent each country you fight in, but these can't possibly compensate for the hideous gameplay. Surprisingly there are ten combat moves for each fighter, but by the time you've found four of them, that's all you'll need to eat — yes, it's the dreaded repetitive move syndrome.

■ No, not again

There's nothing in the game that makes you come back for a second go. If you



Unplayable load of rubbish

do play it more than a couple of times, it could probably damage your health.

The animation on each character isn't really what you could describe as realistic; movement is fast, it looks very silly. Sound FX are also poor, sounding very static and digital unrealistic. *Fist Fighter* is a disaster from the moment you load it. Keep well away if you know what's good for you.



■ Who says
and need
computer
opponents
by simply
holding the
and left-click to
control them?

amiga FORCE Rating

**■ This flexible local
team-up doesn't even
have a fighting
channel!**

18

THE BRIDES OF DRACULA



**■ Kill all adversaries
before they come too
close. Depending on
your character, you
can either do a push
or a kick.**



■ Zeppelin Platinum, £9.99

Of Dracula has come a long way since the old days of just roaming the villages of Transylvania looking for a quick bite to eat. Now the fanged guy has grown tired of his single-vampire image, he wants to prove to his friends that he can settle down with a nice young woman. The only problem is that he can't decide on the lady's lady, and sets out to capture no less than 13 brides!

In this game, you can play the goode or the baddie within the dashing Prince Of Darkness who wanders around the land looking for his brides, or the intrepid vampire-hunter Van Helsing who must collect 13 special items in order to destroy that home of a Count once and for all.

Race to the death

As both characters go about their business an

their own split-screen scrolling view, the game can begin again at a different location or a new one. It's a bit of fun, really, but that guy is going to get all 13 brides before winning the game.

On their way through the village and the castle, Dracula and Van Helsing come up against various obstacles including such bizarre things as houses situated in certain corners of the village, as well as rats, leaping dogs and unfriendly villagers.

The concept is nicely original, even if getting into the game is a bit tricky. Controlling either character is a bit weird, due to their slow movement, there's a reminiscent of *Manly Python* way.

Consequently there's nothing outstanding, but it serves that purpose — getting two characters on a split screen with completely different backgrounds can't be easy. All in all, *Brides Of Dracula* is a pleasant little adventure that holds your attention for a fair time.

“You can
play the
goodie or the
baddie**”**



■ *Brides Of Dracula* is one those concepts that sounds good — or, a competitive two-player arcade adventure — but doesn't work well. Maybe if there were more strategic choices for each character it might work better, but it's really nothing more than a simple racing race. Trapping around the countryside soon gets boring, particularly when playing alone. Of course, it's initially quite fun playing Dracula — if only to see him being the master to turn them into leather-clad vamps — but ultimately the game lacks addictive fun.

amiga FORCE Rating

**■ Not as good as it
sounds — though the
competitive two-player
makes fun for a while.**

52







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LIVE '93



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(If you're under 16, you need to be accompanied by an adult.)

Letters!

FORCE

ring mail

Say what you like — in fact, that's exactly what you do in our regular letters section. Whether it's praise or criticism, serious or cranky, we'll print it! And the best letter of the month wins the sender an AMIGA FORCE subscription. Keep those relatives coming in and posty pictures — to POWER RING MAIL, AMIGA FORCE, August Magazines, Ludlow, Shropshire SY9 1JW.

CUT IT OUT

Dear Phil
I have bought the last two issues of AMIGA FORCE and it is easy to say that it is the best Amiga magazine about. If I were to rate it I would give it 99%.

There is only one fault and that is in the Cut-Out 'n' Cheat section where there have been a few repeats of cheats. Adam Morris's letter in issue 7 highlighted this problem. I can understand that you would have quite a lot of trouble in obtaining so many cheats for each issue but this is no excuse to repeat cheats. You could instead shorten the number of cheats to somewhere around 20.

This would certainly rule out any possibility of angry letters of complaint about the cheats. Now that I've got most of the mag I am delighted to see that you don't use cover-disks. They bump up the price of the magazine and because of this they will lower the number of buyers.

Good luck for the future.
Peter Horne, Blyth, Scotland

■ Thanks for your letter Peter; we're always willing to listen and act upon constructive criticism. You're right about the trouble we have finding enough cheats every month, which is why the section has now been reduced. So hopefully no more complaints... apart from people saying there aren't enough cheats, perhaps?

Phil

FLASH-LACK!

Dear AMIGA FORCE

I have a complaint you had in last month's mag that you would have all the passwords for Flashback, but in my recent issue #8 there was only a map of the first level. I checked over and over for passwords, but there were none, not even for Level 2. You promised the British passwords. Maybe there was a misunderstanding? Please could you print them in next month's mag?

Craig Hartnett, Carlisle, Cumbria

■ Whoops, sorry about that, Craig. Look in this month's Cut-Out 'n' Cheat for the full set of UK Flashback codes — not the dodgy ones carried over from page 111.

Phil

ANALYSING ANALOGUE

Dear AMIGA FORCE

I just bought a PC-type analogue joystick (and an adapter) so that I can play MicroProse's awesome Formula One Grand Prix more reasonably (and make a difference — it's too easy with the digital joystick). The problem is that I don't have any other Amiga games that I can use it with, though I'm about to get the joystick card thingy-ma-ma, so I can use it on Macintosh PCs. What really good flight sims have the facility of using an analogue joystick (over the ideal control method)?

Brian Paul, Highfield, Hampshire

■ Yes, it's a shame more software producers don't cater for analogue joysticks, as they substantially enhance the realism of flight sims and other games. MicroProse have taken the lead, making all their (inexpensive) sims compatible, as Knights Of The Sky, Gravitron 2000, F15 Strike Eagle II, Command and Conquer, analogue sticks on MD-29 Falcon. These are others, maybe some helpful person can point it with a full list?

Phil



FIGHTING FAVOURITES

Dear AMIGA FORCE

My wife and I, David, often discuss and compare the characters from both *Street Fighter II* and *Street Fighter III*. We decided to make up a list of different factors for each character. Here's the results:

■ Thanks to Mark Cowling for these terrific Amiga Painted pictures. Keep sending 'em in!

HANDFUL OF QUESTIONS

Dear AMIGA FORCE

Congratulations on the growing success of your relatively young magazine! It's great to see a quality Amiga magazine under 12.

Now for some questions:

1. How much advance support will there be for the new Amiga CD?
2. When is the brilliant *Contra* due for release?
3. When will *Primal* be released?
4. Is it true that EA Money is moving to the Amiga?
5. Is there a threat for *Megadrive*? Amiga could send out if not kill off my Amiga by playing Amiga's version for three hours (make laugh — it's his).

Hope you can help, and if I do you will be held responsible for the death of an Amiga.

Chris Prentiss, Liverpool

1. As you can see from the list of forthcoming titles we printed in last month's issue, there is indeed plenty of support for the CD32. Commodore expect there'll be 80-100 titles ready by the time I know. I know because AmigaSoft are often optimistic about such figures, but even at the higher figure, however, already developing CD products, this number is not unrealistic.
2. Virgin have put *Contra* (Primal), release back to November. Hopefully we'll have a *Primal* (or maybe even a *Contra*) next year.
3. The long-awaited sequel to *Eile* will be released by Kavens (letter Christmas). More details next issue.
4. I might not, it might not — I estimate. Amiga still haven't made a firm decision on it.
5. We don't have one. If anyone does, please send it in. Tip: Bits.

BEAM US DOWN

Dear Phil

Being lucky enough to have the TV (and you sure about that? — Ed), I was recently flicking through the channels when I found out that BTMIX had a regular thing on computers (CD32) so I looked it up. It was quite good, with reviews for the Mega Drive, SNES, beloved Amiga, and even the CD32 in addition had a tip page during other things. Anyway, they had this thing on the Amiga CD32 courses, and were comparing it with the Mega CD, and of course the CD32 was a billion times better. I never knew the Mega CD only had 256 colours. Or that it only had 128K of memory! Anyway, they went on to say that the CD32 was THE CD console.

Interestingly, what BTMIX surprised me was when I looked at the letters page address, I realised it was the same as yours! And the name

STREET FIGHTER II

NAME	SPECIAL	SPEED	SKILL	STRENGTH	HARDNESS	OVERALL
RYU	75	75	85	75	85	145
KEN	75	75	75	85	75	9
CHIN-CHU	87	95	85	80	82	11+
GUILE	82	71	87	85	92	97
BLAHA	82	88	88	87	89	4
E. HORNED	78	84	77	85	82	78
DOKKUM	71	35	75	60	60	11+
ZANGIEF	49	40	60	90	75	50
BALROG	69	45	40	85	85	53
VEGA	89	99	80	85	85	74
SAGAT	95	75	100	85	95	1
M. BISON	98	88	90	87	87	9+

BODY BLOWS

NAME	T2	T7	T5	86	83	87	18
DAIM	T2	T7	T0	73	82	77	19
MARIA	89	82	91	33	1	82	22
MIKE	80	74	88	73	71	75	14+
REHAB	82	80	85	70	49	86	7+
DUKE	78	86	82	87	91	86	7+
LORALY	78	87	85	64	89	78	11+
KOBRAK	86	83	82	99	100	84	8
JUNIOR	81	88	44	85	73	73	17
YITU	83	88	89	74	85	84	8
MAX	100	82	86	94	96	93	3

SEEDY STORY

Dear Forces Of Life!

What I am about to write is a true story! One weekend my dad, brother and I were camping. On the way back to Maltby we stopped in Luton for some lunch. My dad drove the van well, so after buying lunch from a local supermarket we set off to a pub/restaurant located on the road into the outskirts of Luton and passed the Impact offices, which are extremely dirty. Just past the offices we got off our bikes and stopped down between the trees in the metal car park onto the grass bank of the River Teme. Just to right of us was a pub turning across the river — you should know where I'm talking about.

As we ate our lunch a man on a Harley-Davidson motorcycle drove up next to us. He waited for several minutes before another 'punk' came and looked at us and walked off. This man who came on the motorcycle walked down the steps past us into the river edge where there is was much willow growing. In the background, everything. He was out of view for about a minute before walking back up the steps and onto his bike. We then departed. The other 'punk' came

back then descended permanently after his son we were still there. A man stood up in a car after the two people left. He was also a 'punk'. Like the others he looked at us as though off.

By now I was thinking this was a bit suspicious and decided to go to the river edge. After looking round I found several pipes, bags, smouldered cigarette butts, the lot. In the same area, I took one out. It had a hole at the top and tip at the bottom. Small seeds were still left in it. I immediately thought they must be drug seeds. I took the packet to the police in Maltby and they said they would give it to the drug squad. So if you didn't know, you won't need to a drug dealer operation!

Sorry about the length of this letter, but you had to be told. By the way, my brother went on the same school bus as Chris.

Keep up the good work.

Steve Castle, Maltby, Wesssexshire

Hi all folks, you've travelled across our little island. The bags you mentioned contained seeds, all right. They aren't illegal, however, but the special seeds needed to grow new magazine staff writers. Until now, this has remained a closely guarded secret, but you may as well know the

Last thing, I recently got Project-A '93 on budget, but how do you kill the water meter at the end of Level 7? I've got full magna, full saturated, full turning missiles, full everything but nothing seems to work. Please help!

Cheers,

Ian Abraham, Hendon, London
PS. I never knew you played for Shattered Wednesday!

Hi Yes, not many people know this, but I am in fact not the nutty person I appear. I actually never special problem to make me look more like a person who sits down all day playing computer games and eating chips — underneath I am a sports atheist who plays football every weekend in the Premier League. But did you also know that AMIGA FORCE's publisher, Robbie McKeown, has recently been transferred to Arsenal (using his

I hope you enjoy reading through the results. It makes interesting reading! As you can see Ade and I do have our biases, which makes us a bit biased but not too much!

AWARDS

Overall	Super
Movies	Miss
Spaced	Vega
Skills	Super
Strength	Kensuke
Hardness	Kensuke

I think you can say we liked Super and Kensuke. We also made up two extra characters:

BIG BILLA 98 73 66 89 98 97

MAMA BOY 98 100 98 96 100 101 98.5

WTF? Most certainly.

Anyways, must sign off now. I hope this letter is not too long to publish.

Ben Johnson, Christchurch, Dorset

PS. Readers could write in with their news or our ratings!

■ What an excellent idea! Thanks Ben, you're soon an A-FORCE subscriber for your trouble. Does anyone disagree with these ratings? Or how about comparing characters/inputs of other games? It also like the sound of those two made-up fighters. Do other readers have ideas for new characters? If so, draw a picture of them along with a list of their moves and special abilities — best one will win a subscription!

Phil

details...

You see, not so long ago the feckless Dr Franco was working away in his lab (aka the Impact production hub) when he accidentally dropped some gamma-ray-mutated cabbage seeds in the film-processing machine. Thinking nothing of it, he went home — only to return the next day and find the impact effects populated by a brand-new generation of apparently human staff workers!

As the new people only required a regular dose of Prostaglandin to keep them going, the Impact management immediately saw the advantages of wholly vegetable staff and quickly ordered more seeds from the garden centre. Of course, they had to be discreet — what would a manager be doing with cabbage seeds? So they arranged the little experiments which you witnessed. With their plans foiled by your discovery, the management have now decided to revert to recruiting human staff. I thank you from the bottom of my heart — you have saved the firm being replaced by a cabbage!

Phil

Nearly 'stage' name of McGoldrick? I implement his often-ugly Impact complete the Forcefield selection section on MTF and Sky One.

Your suggestion of a readers' chart is a good idea. It was very popular in ZEOPAK, so I'm implementing that immediately — look in this month's Read All About It section for a voting paper.

Sorry to hear about your trouble in getting hold of the mag. Thing is, it's probably sold out by the time you get to your newsagent. I'd better try to ensure your copy is due to subscribe — saving money and getting free games. Otherwise get your investigation to resolve you a copy by filling in this coupon on our News/Month page.

We can't help you with Project-A '93 if anyone knows the answer, please send it in to Tiffs Bits.

Phil

Premier Mail Order

Please send cheque/PO's (made out to Premier Metal Casting), or advise Visa/Mastercard number and expiry date to:
Dept AME10, 10 Tinkler Side, Bostock, Essex, SS14 1UE Tel: 0248 371172 Fax: 0248 371173

Phaeocystis pouchetii (Meyen) Poelt from sand near St. Paul (Minnesota), while very sparse about shore, is present

PPG and VAF in the first 100 patients. Please add PPSA for success and 100-PSA for total PSA (WPSA).

“That day the first racing took place at 64.00 and from 1985 until

SPECIAL OFFERS

100

ANSWER

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Back issues!

amiga FORCE

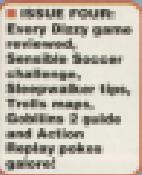
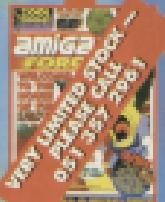
BACK ISSUES!



■ ISSUE ONE: Driving roundups, Gods poster and maps, complete 80-layer solution, BT maps, CJ in the USA maps, Goldline tips and more!



■ ISSUE TWO:
Free AMIGA
FORCE stickers!
Full-colour maps for Zool and
Prince Of The
Yolkolk. Shadow
Of The Beast III
playing guide and
Kixa roundup!



■ ISSUE
SEVEN:
Morph and
Flashback!
Complete
maps and
tips for
Chess
Engines, Sink
or Swim,
Lemmings II
and Body
Blown!
Puzzle
games
roundup.



■ ISSUE SIX: Free disk labelled
Special ECTS report, Sensible World
Cup and the 81200 guide, Superpig
maps, tips for Desert Strike and
Arabian Nights.

■ ISSUE FIVE: Free Battleground!
Maps and tips for Chess Engines,
Zool, Lemmings II, Black Dangerous II
and Sheepwalk! Arcade adventure
game roundup.

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■ ISSUE
EIGHT:
Amiga CD32
reviewed! Tips and
maps galore for
Morph, Body Blown,
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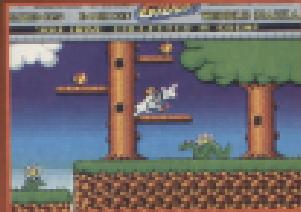
Coding

Phew — these pristine pages are positively pulsating with polished PD perfection. Putrid piles of pungent pus proliferate, but particular purchasing prevents perilous pitfalls. Puzzle it out, IAN "UP" BRAIN' OSBORNE...

ASSASSINS #94

■ Roberta Smith DTP
(Compilation)

More Assassins stuff, and another becomes into series... let's get on with other shall we, eh?



WIBBLE WORLD GIBBY

Peach mos, I must be dreaming... this can't be PD. Surely it's Code Masters' latest Gibby game with a retooled main sprite?

You play as (if you hadn't guessed) the cute little white thing with big hands — looks like a cross between Gibby and Supermario, doesn't it? Like its animated inspiration (both of 'em), Gibby wanders tree flicksaw to tree flicksaw, gathering weird contraptions at Treasure Island (Gibby, methinks?). As well as the usual swindling baddies, there's a plenitude of puzzles standing between you, and that long-sought end sequence. These are solved using collectable objects in true need-and-tested adventure style.

Without a doubt, WNG is one of the best PD games I've seen; its graphics and animation are definite budget material, its puzzles will thought out with a great difficulty curve and its overall presentation's marvellous. If you miss it, it should be stopped across the face with a wet cloth.

Incidentally, the version on this disc has been 'trained' (read: edited, unless I'm mistaken). A normal, untrained version is available from Zenobia.

MECHNOIDS

A weird-ass, Assasino-style romp; funny faces instead of rockin'... not much else to say really, except that it's not as good as the decade-past Assassins or the hilarious Lemmingoids.

SUPER SKODA CHALLENGE

A maze-Super Sprinter affair that has you driving along boasting seven shades of efficient out of four other drivers. It isn't fun, and the level editor doesn't save it either.

Conclusion: I suppose Wibble World Gibby will stand out to tellers, but the other two games fail to excite. Even so, the Gibby adaptation is worth the asking price (five times over — get that cheapskate in the post, now!)

SERIOUS BACKGAMMON

■ Tower Software
(Shareware)

Never this one carries pieces of software — available as a £2.95 PC demo that plays for 5–10 minutes but is otherwise complete, the full version costs a wallet-slapping £25 or £17.95 if you're upgrading.

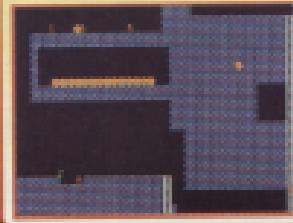
Serious Backgammon has every feature you could ever expect in a backgammon sim. One or two players can play, or if you're desperately last you can watch the CPU play itself. There are four computer skill levels, against which to pit your wits, five different starting settings and even an option to place the pieces according to your own specifications (maybe the CPU-CPU mode has a use after all — you can use it and the custom options to solve backgammon puzzles). These board styles are available: there's a 16-square game option, you can undo moves, repeat them,

ASSASSINS

#100

■ Roberta Smith DTP
(Compilation)

Around hundred — the Assassins certainly get the prize for quantity (second place, that is — they've still a long way to go before they catch up with Fred Phelps), but have they celebrated their century with a disk of outstanding quality?



Public!

access the tutorial, etc... amazingly comprehensive, isn't it?

With a fat manual, a large box and a few animated intro screens Backgammon could easily sell as a full-price game. Then again, at \$20 apiece it's not much cheaper, and that's WITHOUT the packaging! It's a great piece of software and certainly won't disappoint backgammon fans, but at this price you should think carefully before splashing out.



BLOOD RUNNER

If the title of this game is a spelling mistake, don't blame me — that's what it said on the menu screen. Bloody? Runner's a conversion of the old BBC game Monkeys, but not a particularly good one. The sprites are tamey and uninteresting, the screen layouts aren't particularly well constructed and if there's a way of filling a hole you've dug, I can't find it.

A poor conversion of an ageing classic.

PATIENCE

This Shakespeare demo looks up after three games, forcing a reset. I can't help feeling that, as protection, this is insufficient — who wants to play more than three games at a time anyway? It's not a bad version of Patience though. The controls are clear and simple, the graphics weak

ASSASSINS #95

■ Magnetic Fields (Compilation)

Yet another Assassins disk, this time featuring a possible reworking of Farley Shurkey's *A Good Heaven* in the summer. The games are pretty cool too...

PREMIER PICS

A variation on the fun over the cards' theme, Premier Pics sees you initiating your face toolbars. Pick a team, then guide them to the top of the league. There are 22 teams on offer, and any number can be computer-connected.

Play alternates between yourself and your computer or human opposition. Flipping a card

isn't functional and... well it works, what more can you expect from a card game?

If you're into computer card cuttings, look no further. For once this solo effort is worth having as the game involves picking up and moving huge stacks of cards. It's a durned-sight easier with an Amiga. I can tell you!

MONACO

I seem to remember seeing this one in the arcades a while back. You control a well-well horse that looks just like every other well-well horse on this vertically scrolling track. Rip along as quickly as possible — the more ground you cover in the allotted time, the higher your score.

Dump into the other car or (when moving more slowly) allow them to jump into you and you come to a screeching standstill. Monaco is as simple as they come. The

in fact, the Amiga's repeated indicates how the game is going. A sound effect gives a hilarious speech sample (you could almost be watching *Blazing Star*) or The Devil, a penalty has you clicking on hidden cards until you find a 'goal' card or run out of time, and a foul gives your opponent two attempts instead. When a foul timer starts it releases a new set of cards to hand out, the game ending on the fifth foul card.

Premier Pics features excellent presentation and graphics. It's a bit annoying having to cycle through the other results in the table one by one, but this doesn't detract from its overall charm and

simplicity. It's hard to put your finger on exactly why it's so good, but it is... honest!

TANGLE

Can't say this one is up to much — a big standard twin light cycles crime for two to four players with confusing controls, bland graphics and no way of returning to the options screen after starting. Not the droids I'm looking for.



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that simple, and it looks like it's been polished and tested, but it's interesting in a will-it-stay-out-of-the-counts sort of way.

SUPERLEAGUE MANAGER

This one takes me back a bit — right back to the early eighties, when footy management sims were menu-driven with no graphics at all. That doesn't mean they weren't fun though, and this AMOS offering is a worthy successor.



The game is entirely menu-driven, this interface proving a dream to use. There are three skill levels on offer, loads of options and the behind-the-scenes mathematics that drive the game are very well thought out. The sub-menu could do with a slight tweak, however. If, for example, you go the transfer menu and select **SELL PLAYER**, intending to part company with three team members, you have to flag them off one at a time — the game sends you back to the transfer menu after every deal!

So, time to sum it up — let's see if we've called or cussed, this is a real-and-polished management sim with no bells and great graphics, no competitive options and easy-to-use interface make it a real real winner — **HIGHSTAFF**.
Conclusion: Not a bad title at all. The footy games are back, now that Mario Merge is worth a look for everyone's likes and the only real turkey is *Tangle*. Give it a go.



then you're blown away completely. (Success!) and it's off to the next single-screen level.

The early levels are simple when you get the hang of them as there's a very easy way of staying one step ahead of the light, but just as you think the game's a dud (or the programme missed an early trick), they hit you with a new platform arrangement that makes your previous tactic redundant.

My only criticisms of this one are the lack of level codes and the inordinate amount of time it takes to get back into the game when you die (one life only, folks). Apart from that it's pretty much fault-free city. Buy it!

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GUNSTAR

■ Zenobi

A bit of a disappointment this one. A first-person blaster, the first contains a brilliant scene-setting intro sequence in which you learn of a new computer virus that infects anything that threatens it, including the car you're driving! As digitized units, superb animation and well-timed explosions make this is a real stunner.

At the end of the animation you're told to insert the second disk and reset, and that's where it all goes downhill — despite the high quality of the intro sequence, the game itself is a run-of-the-mill SEGA offering with weak graphics and dodgy gameplay. Oh well, let's end up the next one...



BOP & FLOP

Look at those graphics... remind you of anything? Well if you're expecting a PD *Superior to Super Mario* Model then I'll admit you're going to be disappointed, but there's no denying the artwork's originality.

A top-level vertically scrolling blaster, you play a greater who looks remarkably like THAT madder yesterdays' star with a moderate Yoshi lookalike. The dental standard of the graphics is an essential part of the gameplay, though it's by no means a disaster, the scaling is less



THE GREAT ESCAPE OF BILLY BURGLAR

■ Magnetic Fields (PD)

A rather AMOS offering, it's obvious a lot of time and effort's gone into this one. Great graphics, super sound, magnificus music, amazing animation... need I go on? *Billy Burglar* is an original and polished platformer.

As the rarely seen Billy escaped from where it doesn't say, but the swing bag, sticky jumper and face mask suggest a penal institution, you must avoid the roving spotlight for a given length of time, displayed at the top of the screen. Should you be caught in the light (which follows you around with timeless abandon) you're shot — first of all your arms are blasted off your shoulders (complete with sampled screams),

then you're blown away completely. (Success!) and it's off to the next single-screen level.

The early levels are simple when you get the hang of them as there's a very easy way of staying one step ahead of the light, but just as you think the game's a dud (or the programme missed an early trick), they hit you with a new platform arrangement that makes your previous tactic redundant.

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Playing Tips!

It's the AMIGA FORCE Tips Section! This month we bring you an inventory-filling Ishar 2 guide, battle plans for War In The Gulf, three more Syndicate mission guides, more maps for The Lost Vikings, and a double dose of Lemmings 2 solutions. Plus all the usual Cut-Out 'N' Cheats and readers' Tips Bits!

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THE LOST VIKINGS

Don't get lost! After last month's tips you've guided your three raucous Vikings through quite a few of the levels. Now find your way through some more with our invaluable map!

64



ISHAR 2

It's a world of adventure, a tricky RPG and no mistakes. We lead you by the hand and lead you through the streets of London, or something!

68



74

WAR IN THE GULF

Shock! Kuwaiti Saddam has invaded Kuwait again. As an allied general with a bevy of tanks, it's your job to chase him back to Baghdad. And that's just what you'll do with these terrible tactical tips. Yes sir!

60

amiga

OCTOBER 1993



Welcome back to the Impact crime syndicate. We are most pleased with your progress last month in eliminating the enemy and securing new territories for our organisation. But now we must ask you to attempt some slightly trickier missions in the Middle East. However, with our guidance we're sure you'll do an excellent job...

1 Starting from inside this compound, you have to move quickly and avoid certain



INDICATE

IRAN



You have to assassinate a Maka operating a shopping centre — no, it's not Derry then. The city is split into two by a canal running east-west. The shopping centre (the large building with all the people outside) is on the north bank. There are only a few crossings over the canal, and the obvious starting address you'll go over the nearest to the start.

However, if you're not spook you're likely to get picked off by snipers, so you've got a different method (see map).

There are many enemy agents around, so you're advised to take plenty of Ultim-Mini-Guns along (it's easy to run out of ammo), plus a Flamer to barbecue nearby agents in a flash. Take several Medikits too.



② Instead of trying to cross the nearest bridge, we recommend you take cover behind the buildings to prevent being hit by snipers. Use agents back here and blast them as they come round the corner.

③ If things get hairy, stop inside this building and pump up the drug levels; every time the enemies open the doors, they get blasted back. Or use the Flamer to quickly incinerate whole groups of approaching agents.



■ OCTOBER 1993 ■

⑦ After the assassination, your evacuation is made difficult by a 'wrecking committee' of enemy agents.



⑧ The easiest way of killing all these agents is with the Flamer. Bring on any nearby agents first, approach the evacuation zone, then retreat to behind this pillar. As the enemy agents approach, torch the lot of them!



⑨ When it's clear, head for the evacuation plane.

■ OCTOBER 1993 ■

Playing TipS!

IRAQ



Another tricky assassination mission, this time the target is hiding out in his own business premises at the far southeast of the map, the gates protected by a posse of guards. There is also a large gang of enemy agents patrolling the city, so the



Range rifle is recommended — but if you don't have any you can always pick one up after killing the blokes on the railway platforms. Use a Minigun once in control, as does a Flamer if the other agents catch up with you.

You have to abduct two journalists from inside buildings. The mission briefing recommends two agents with Persuadertracs for this, but you could easily get by with one. Another agent comes in handy, however, to clear the place of dogs and enemies who might shoot at the hostages.

It's not half as tricky as it sounds. The only real problem is that one of the targets is protected by a bodyguard — you have to careful to kill the latter without harming the reporter. As there aren't that many enemies — and you're advised to only draw weapons if forced upon — you only really need a couple of UGs. Of course, you need at least one Persuadertra to capture the targets.

1 From the start, head down the ramp to the east.

2 If any agents are outside the building containing a target, kill them before entering and persuading the reporter.

1 You start at the north end of the map — head west to the train station.

2 Wait for the train (it takes a while) — you may be attacked by enemy agents during this time. Get on the train (after it's stopped).



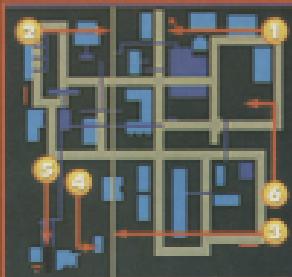
3 Get off at the southern station and kill the guards on the platform with a long blast of Utility-Gun. Pick their Long Range rifles and pick off the guards around the gate just to the south, then go through and up the stairs to the right.

4 If any enemy agents are following, hide round the corner and incinerate 'em with the Flamer!

5 The animal reporter is protected by a bodyguard. The best way of dealing with the latter is to pump up your Perception level and shoot at him first with a pistol. As this keeps him away from the reporter, you can then move round so the journalist isn't in the line of fire, and blast the bodyguard with the UG (you can even pump up the dog levels and leave your agent to get on with it).



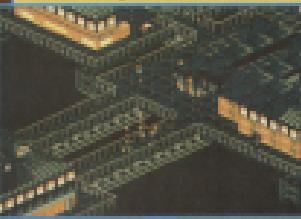
6 Leaving your hostages in the buildings, get past third agent to head for the evacuation zone.



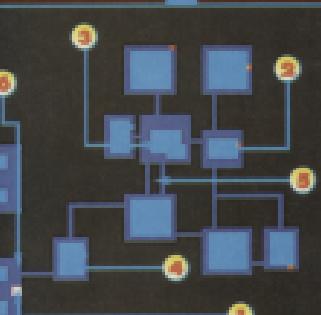
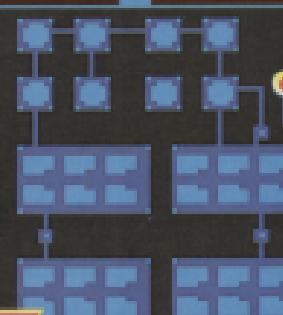
7 Assassinate the target with a Long Range rifle (the usually hides at the very edge of the playing area). He may make a run for it to the east — if so, chase and kill him.



8 After the assassination, get back on the train or walk back to the north. Stay on the upper level and head for the evacuation zone.



9 With the third agent, clear the area of dogs and enemies to create a safe path for his comrades.



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Playing Tips!

THE LOST VIKINGS™

Oh yeah! Hello fans. Yes it's me, the great Milo the Mole is back. I got a little bit of time off Image Scanning so I've returned with some more ergonomic solutions to *The Lost Vikings*. Just follow the instructions on the maps and you'll show them Vikings the way to go.

THE NAUGHTY NORSE GUYS



ERIK RUNNING. Maybe he's embarrassed about that salt ginger beard, but Erik can half run around much faster than his colleagues.



ERIK JUMPING. Looking like something out of ZZ Top, Erik can jump to the lead in clear hazards and gaps. Thank Odin he can't play the guitar, though.



B) OLAF SHIELD AHEAD.

The tubby guy's shield is thick enough to resist even laser bolts, protecting him and his comrades behind.



B) OLAF SHIELD ABOVE HEAD.

When the fat tuba holds his shield above his head, he hangs gliders across gaps, or safely down long drops. Talk about defying gravity!



C) BALROG ARROW.

His secondary ability, this is useful for bumping off boulders from distance, as well as hitting switches behind force-fields. If he fires two he gets a point of under — only kidding!



D) BALROG SWORD.

His mighty blade can saw the most boulders in half with just a couple of blows. It's best to hide just behind Olaf's shield when doing this, as he can slash away in complete safety.



E) ERIK'S SUPER RUSH.

The boozed ZZ Top lookalike gets down to some real hardshoving. When he butts his bones against rocks, they crumble into dust, enabling albeit painful passage through walls.



F) TRANSPORTER.

Step between these two gates and you'll be whisked off to another part of the level which cannot be reached by any other means.



THE PILLAGING GUIDE TO CRACKING HEADS!

Here's the deal to using these well fruity maps! There are codes on the maps ranging from A to G. These correspond to each individual Viking and each move they make. See overpage for the full list of them. Anyway, just change into the relevant Viking, at the relevant place on the map and do the relevant task and whey-heyl! The easy way to conquer pillage and, well perhaps not!

Playing Tips!

PASSWORD: CYWI

LEVEL 9

1. Collect red key.
2. Use the red key here.
3. Collect this key.
4. Use the yellow key here.
5. Collect the blue key.
6. Use the blue key here.
7. Collect the smart bomb, but be quick.





LEVEL 10

PASSWORD: BBBC

1. This is a very tricky part, all you have to do is time your leaps across from bubble to bubble.
2. Collect this key.
3. Use the red key here.
4. Stand down here and press the E key to activate the smart bomb.
5. Collect the yellow key.
6. Use yellow the key here.

LEVEL 12

PASSWORD: QCKS

1. Collect this key.
2. Use the red key here.
3. Collect the yellow key.
4. Use the yellow key here.

ERIK THE SWIFT

Age: 19
Height: 5'10"
Weight: 160 lbs
Specialty: Fast running, jumping
Equipment: Running shoes, a strong head

Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by ramming them at speed. His weakness is his vulnerability to bubbles, having no shield or weapons.



Playing Tips!



OLAF THE SODIUT

Age: 23
Height: 6'7"
Weight: 220 lbs
Specialty: Defence
Equipment: Shield

Although Olaf cannot kill enemies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang-slide safely down long drops, or let link jump on it to reach higher platforms.

BALOGH THE FIERCE

Age: 26
Height: 6'9"
Weight: 230 lbs
Specialty: Combat
Equipment: None It arrives, sword flailing like a madman with two swords of his own, or by flying arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way. Though brilliant on the attack, Balogh isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting Berserker hordes.

LEVEL 11

PASSWORD: VLCH

1. Break this lock and talk to the woman.
2. Collect this key.
3. Use the red key here.
4. Push the block to the left.



Playing Tips!

ISHAR 2

Messengers of Doom

Last month's tips got you started in this epic adventure. Still stuck? — well here's some more...

1 ZACH'S ISLAND

Go right through the town to the library at the extreme N/E; pick up the fortress parchment. Kill as many enemies as possible (to gain money and experience). Buy arms, helmets, food. Recruit if necessary, eat and sleep to recover psychic strength. Return to the harbour in the direction of the fortress.



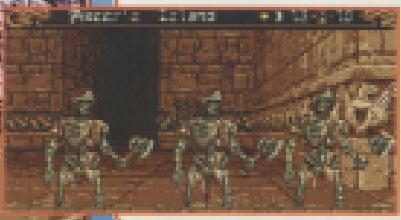
Extract from 'Jon, my life and work':
Schloung : physical regeneration
Ghoshan : psychic regeneration
Cleopatra : invulnerability

2 AKEER'S ISLAND

Follow the wall on the right trying to keep moving R all the time. Fight the skeletons. Passage to the S; there, pick up treasure in the corridor to the E. Leave the passage again, continue E then S. Large room: take the extreme SE, then S, E, and corridor to the H to activate two handles — use on the right wall, use on the left.



Continue due N into the passage, follow the corridor into the large room: activate the handle on the wall to the N. Leave the passage again, take the extreme S/E, follow the corridor and pick up treasure, skull and axes. Return to the landing stage. Return to the town.



3

ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible, because big lights are coming. Buy two monk's habits and five fur coats from the clothes shop (not far from the harbour), in a road leading to a little square to the N. Go to the library and examine a parchment on policies. Go to the bank (W of the library), under the street with guards. You must kill all the guards in one go (you can't make a return trip), using arrows and spears. Take the door opposite pick up 125,000 gp. Deposit 10,000 in the bank (on the other side).

Go shopping: buy a magpie, a monkey, an eagle and a parrot from the pet shop (entrance S of the town). Opposite is a super-armour depending on your budget, buy armful, helmet(s) and shield(s), go down to the S, after the bend. Buy 8 ropes from the shipmaster. Move W, buy policies for the 'troublesome priest' (Mandrake) and 'evil sorceror' (Abbas). Continue to the W, 2 universities N, then W, then first E. Kill the giant guard (difficult). If necessary, regain strength because there are more fights to come.

Enter the 'Blue Velvet' nightclub (only open at night) dressed in priser. Release the magpie through the bars, pick up the key. Open the cart, put on 3 monk's habits, in the fortress take the passage (open between midnight and 4 am), pass the monk. Enter the sacrifice. Recover the prison key from the monk's belt. Leave the passage again. Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison. Fight with guards. Return to the harbour. You will need at least 10,000 gp and an iron shield. Take the boat for the island where you started.



5

JON'S ISLAND

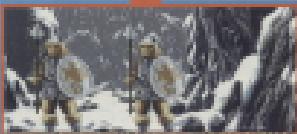
In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the cushion in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the

mountains. Find the rhinoceros. Kill it and take its horn.

Return to the landing-stage. Select mountains, landings-stage to NW. If necessary, make return trip to the town for 'repairs'.

On leaving the harbour, travel E. Follow the coast, then take the passage to the N. Fight with two giants. Pick up the living sword in a mountain hollow. Leave the passage again.

Continue northwards. At the end, find a priest in a cell-house. Prepare the Hunting potion and give it to him; pick up the tree-island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



Playing Tips!



4

IRVAN'S ISLAND

Go extreme E. Follow the E coast, find a magician. Give him 10,000 gp. Then send out the eagles, pick up the mountain parchment. Return extreme W, along the coast. Find the standing stones, continue to the W and. Pick up the rolls of the foot of the standing stone. Getem makes up, kill him (your spells won't work on him). Turn round and fight Getem a second time. Return to the harbour. In the direction of the mountains, take the landing-stage to the S.



Playing Tips!



6 JON'S ISLAND

In the mountains you must put on the fur coats (take off armor) and attach the ropes to avoid falling. Move E. Pick up the shoulder in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains. Find a rhinoceros. Kill it and take its horn. Return to the landing-stage. Select mountains, landing-stage to NW. If necessary, make a return trip to the town for 'repairs'.

On leaving the harbour, travel E. Follow the coast, then take the passage to the W. Fight with two giants. Pick up the living need in a mountain hollow. Leave the passage again.

Continue northwards. At the end, find a priest in a cult-shrine. Prepare the Handbag potion and give it to him; pick up the tree island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



7 THORM'S ISLAND

Put on the pendant recovered from the dead woman. Take the armaments to the left, then to the R, and second on the right. At the end, find an ant. Prepare the 'Videss' potion and give it to the ant to strike pick up the pendant. Go down to the S again, then to the W and enter village. With the hat; two open hats give various information. Return to the harbour, take the entrance E. Fight with Ewoks. At the end, pick up the mala. Return towards the fortress. Take N-E-Hill, follow the road at the end in a stone shield. Place the barm on it. It walks up, then give it the iron shield pick up the maple shield (protects against fire). Turn right. At the crossing, go N then E and first N. Fight with manta. Take first W. Negotiate the labyrinth, avoiding lava traps and aggressive manta, to arrive close to the dead woman at the end to the W.

Collect the key to the town hall from around her neck. Return to the harbour. Harry.



Universum Islandr Tytron Zeloran Targhan

8 ZACH'S ISLAND

Go to the town hall (entrance NW). Enter the town hall and pick up the idol. Go to the temple (W of the bank) and give the idol back to the monk; pick up the Air Elemental pendant. Go into the bank and draw out money. Buy arms and food. Eat and sleep. Keep T, 1500 ps, then return to the harbour. Go to the fortress.

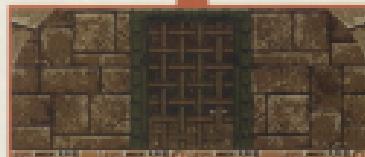


The Great Fortress. This castle has been taken over by the Great Warlord. He has 1000 ps, 1000 gold, 1000 food, and 1000 health. He has 1000 ps, 1000 gold, 1000 food, and 1000 health.

9 AKEER'S ISLAND

Follow the left-hand wall, always moving it as far as the passage. In the circular corridor, take the invisible wall to the N. Follow the corridors and enter the flooded area. In the maze, keep taking the corridors to the W until you leave the labyrinth. Find three weighing scales. Put EXACTLY 3,500 po on the first two scales. Return to the catacombs. The water should have disappeared. Take the second to the SW. At the end, follow the small underground passage.

In the large room, activate the handle at the SW end. Take the treasure at the NW and Put on the Air Elemental pendant. Continue to the NW end. Take the first turning to the right. Fights with mummies (fire-cloud and lightning are effective). At the very end, to the S, pick up a skull. Return to the N. Take the passage to the E. Stop in front of the wall, take the invisible wall to the S, pick up treasure and skull. Return to your initial position in front of the wall. Cross the invisible walls, still moving E. If blocked, take a side step to the E then continue E. Enter the prison (you can find other treasures if you pass other invisible walls at the end of the maze).



Follow the corridor to the E, kill the mummy, at the eastern end, click the poison key in the lock all the cells will open. Turn round. In the first cell to the right you can find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so you must dismiss one of the characters (archer or warrior). In the second cell to the E, starting from the W, is a secret passage through an invisible wall. Follow the corridor and enter a cell



room. Beware, this area is cursed; some characters will be inverted. To re-invert them, you have to cast the curse-lifting spell.

Go to the middle of the columns and pick up the living sword. From the centre make vertical trips to the N, then S, then W, at the end you'll find either invisible walls with treasures or a secret passage (look on the photo in the sidebar) with a handle to be activated. Lastly, take the passage to the SE (beware of the hooks in the ceiling), pass the door, follow the corridor to the S, in front of the grille, release the monkey; open the passage. Reach the landing-stage. Select the entrance to the fortress again.



10

AKKEER'S ISLAND

Return W to the corridor with handles (see above). Go due N into the passage and follow the corridor to the W. Beware of the destroying wizard (choose psychic protection). Kill the wizard. Pick up treasures and skull.

Return to the passage entrance. Take the corridor to the SE. Beware of the dangerous magician. Kill the magician, secret passage in one of the walls (click on the button under the eagle-heads). Continue along the corridor to the N. Place the 8 skulls on the 8 scales. Continue along the corridor, kill the guard. Pick up the relic.

Return to the landing-stage. Re-enter the town.

Playing Tips!

Lemmings Lifeline

Another month, another magazine, another two levels of Lemmings... this time it's Lemmings 2 — The Tribes that falls under our feathered Fairylight. Alex Wood of Bath, Avon is stuck in Beach World Level 2, The Barley Mow, while Gavin Barnes of Erdington, Birmingham can't get past Outdoor World Level 1, Patent-Ly Obvious. Many thanks guys, we hope these solutions help you both, and anyone else who's stuck on these levels. If you're pulling out your green hair, considering throwing yourself off a cliff or ready to take a long walk into a lake of green gloop, don't do it — write to Lemmings Lifeline, AMIGA FORCE, Impact Magazines, 120 Lower, Shropshire SY8 1JW. Remember we need the name of the game (Lemmings, Oh No! More Lemmings or Lemmings 2), the level you're stuck on, and (where applicable) the level code.

1

Just before the highest point reached, turn a right-facing Lemming into a Platformer.



1

Blow a Jet Packer over the yellow and green umbrellas.

2

Pour glass here to fill two holes...

3

...and here...

THE BARLEY MOW (Lemmings 2, Beach Level 2)

This level appears huge, but looks can be deceptive... if solved correctly, the right-hand side of the screen isn't used!



PA-TENT-LY OBVIOUS (Lemmings 2, Outdoor Level 1)

Bit of a tricky one, this — there are several ways of doing it, but no single, perfect way that succeeds every time without going wrong. This may work and you can usually use spare lemmings to get you out of trouble if things go wrong, so use your common sense...



2

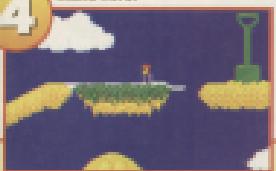
If they get stuck, use a Twister.



Playing Tips!

4

...and here,



5

Let the Lemmings hit the spade and turn.

6

Back here. You may need to do it twice if your first attempt only scatters it, but make sure you're left with at least one Blaster.

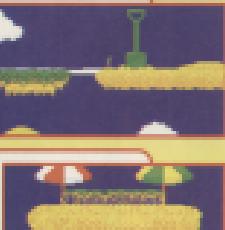


7

Throw a Grappler here to stop the Lemmings walking off the platform and falling to their deaths. This Lemming's job is now over — he'll head for home.

8

Move a suspended Jet Pakker over the red and white boulders...



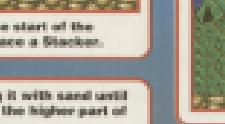
5

...then make a platform going left. Replenish as needed.



3

Towards the start of the platform, place a Blaster.



4

Keep filling it with sand until they reach the higher part of the hill...



9

...and Laser Blast here.

10

The Lemmings now march for home.

11

Push through the boulders and you're home.

6

When the platform's complete, blast away the hanging part of the hill with Tntubes and the las...



7

You may have to repair the end of the platform, but the Lemmings should now make it.

Playing Tips!

Watch out Saddam, here comes the AMIGA FORCE reinforcements. Many tanks to Empire for these terrific tactical tips!

ISLAND 1: FAILAKA

BATTLE 1

■ Choose the top-left battle area to start. The aim of this scenario is for the player to track a convoy heading from a chemical weapons store in the northern village to a warehouse in the southern village. Then all that's needed is for the player to destroy the two buildings concerned. So, head one group down the main road to northern village, and another group diagonally across northwesterly to the village in the southwest. After a few minutes you'll spot a group of vehicles leaving the warehouse in the north (it's the most northerly).



building in Az Zor. You can then destroy this building, but leave the vehicles. Your unit in the south should now be used to stop any Iraqi forces from entering Az Zor. This is quite simple, particularly if you use poor engine smoke. By the time your other unit reaches *Saddam*, it's buried in the sand! Lay up on the edge of a nearby tree line, or you'll get shot at frequently; you should have just enough time to spot the convoy turning into the second warehouse from the south of this village. Destroy that warehouse (NOT any other) and you've won!!



WAR IN THE GULF

BATTLE 2

■ The battle area in the top-right of Failaka Island can't be accessed until the aim here is to get all the Iraqi forces out of the archaeological site of *Ba'al* at the centre of this area. You must then ensure that no forces re-enter. Finally the player must locate a group of *Qaddafi* missiles in the northeast of the area.

One general complication about overwhelming *Ba'al* is that if any buildings are destroyed, you could well attack them from very long range using TOSM missiles. If you do this far enough away, you can destroy the forces in *Ba'al* without any units re-entered.

Now, the best way of preventing further recapture of the site is to RLL to track your forces in the inside and wait for a response. That way there certainly WILL be collateral damage. So it's best to set your forces on the edges of the forests surrounding *Ba'al* (about three groups), and avoid to send forces as they try to re-enter. In this instance your fourth unit can search for the missile site, which is to the northeast of the northeasterly forest in the area. In all, if you hold out for 30–35 minutes from the start of the battle, you'll have won.



lose the battle. To avoid the Iraqis taking bolt shots at you, just theory possibly issuing collateral damage, you could well attack them from very long range using TOSM missiles. If you do this far enough away, you can destroy the forces in *Ba'al* without any units re-entered.

Now, the best way of preventing further recapture of the site is to RLL to track your forces in the inside and wait for a response. That way there certainly WILL be collateral damage. So it's best to set your forces on the edges of the forests surrounding *Ba'al* (about three groups), and avoid to send forces as they try to re-enter. In this instance your fourth unit can search for the missile site, which is to the northeast of the northeasterly forest in the area. In all, if you hold out for 30–35 minutes from the start of the battle, you'll have won.



A - Barrels
B - SAM-Qaddafi Missile Area
C - Point at which to launch assault on
Barrels
D1/D2/D3 - Suggested locations for defence



A - One Unit
B - Another Unit
C - Destroy warehouse in NorthWest
D - Destroy second warehouse from the south

BATTLE 3

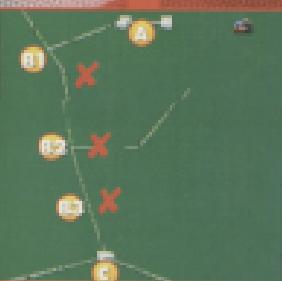
The final battle area of Falakia Island is the southeastern part of the island. You have to provide protection for a group of supply vehicles which arrive at the southern village of Falakia after 10–10 minutes. Prior to this you should have cleared the road to the north from the village. Another aim is to destroy the helicopters in the northern airfield.



To clear the northern road, send three of your units to the forest edge opposite the three locations which you have been told there are Republican Guard positions. When all three groups are in place, launch a simultaneous attack on the three roadblocks. It should be quite easy to destroy all three units. Now, use forest cover to take two of your units south to defend the convoy in Falakia. If you place one unit to the northeast of the village and one unit to the east of the village, you should be able to provide satisfactory cover.



At some point your fourth group will have to launch an attack on the northern airfield. Set this group up in forest cover opposite the middle line of the airfield, and aim to destroy the attack helicopters in the middle of the strip as soon as you can. If you have any difficulty with a counter-offensive launch as a result, your third unit should be free to help.



A - Airfield

B/C/D - Three assault points to take up marked with X

C - Falakia village

ISLAND 2: BUBIYAN



A - Police Post

B - Bridge

C1/C2 - Defensive position for bridge

D - Offensive on Police Post

ARMED - Best position for player four units

E - Convoy on road

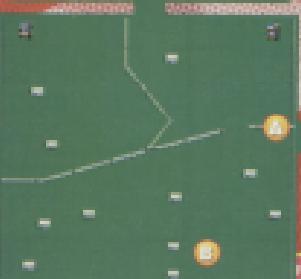
BATTLE 5:

This is quite a tricky battle to get correct! You must protect a convoy which is going the road from north to south and back, from attacks from the west of the battle area. With four units, your best approach is to put each unit roughly equidistant from north to south to defend the convoy. You can provide adequate defence by standing still as don't run and escort the convoy. The units should be to the west of the road, on the eastern end of the map.

You're now obliged to keep a very close eye on incoming attacks from the west. If you keep aware of any activity on your map display you should immediately respond. It's also fruitful to just scan the battle area. To keep an eye out for enemy activity, if you are aware of the position of your convoy, or take a note where the road begins/lets off at any moment, you're able to provide protection without losing any vehicles. It can certainly be done!

A - Position of unit to defend Eastern escape route

B - Reconnaissance position



A - Airfield

B/C/D - Three assault points to take up marked with X

C - Falakia village

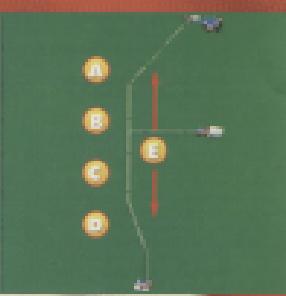
Playing Tips!

BATTLE 4

The last battle on this island is relatively simple. You must take all of your troops over the bridge, and in the process destroy all of the groups defending the bridge area. You must then wait attack from the south, while ensuring that all your forces are hidden from view of the map from the south. Set two units in the camouflage of the bushes just to the northeast and northwest of the bridge. These should be able to dispose of any southern troops.

The other two units should then try and attack the police post in the north. The best route to take is to visit to the west, using forest cover to come the post at close range from the centre.

If you've destroyed all opposition at the post, you'll win if you hold out at the bridge for approximately 30 minutes after the start of the battle.



BATTLE 6

You have a series of objectives in this battle. Firstly, you must prevent any breakout of Iraqi troops to the east, so position one unit of the experienced force of the east road, and make sure that all activity on that road is stopped.

Secondly, you have to search for two vehicles hidden in two separate buildings. In this battle area each house has a building to the south of it. There is no need to destroy a building to find if there is a tank inside — you can use the infrared sensors, which tell you on a quick scan. This process is very useful, because half of the buildings cost YOU money to destroy, and the last thing you can afford at this stage is to lose money. On the other hand, make sure you DO destroy any building (eg radar tower, satellite dish or control tower) that will gain you money — you need it am!

So, you just have to search every building in the area for hidden vehicles (note that they're randomly hidden in different places every time you play). If you keep to the edges of the battle area as much as possible, you also avoid a proportion of several counter attacks. Once you're ready, make sure you can reach the radar tower at point A of the designated line. The location is just to the east of the most southerly forest. If you happen to destroy the three radar towers before the end, you'll make even more money!

Playing Tips!

GENERAL POINTS

■ When you first start to play *War In The Gulf*, it all looks pretty complicated. There are four vehicles on this screen, and you have control of up to 16 tanks. People who just pick up the game find that they kill tanks on their own side before they even meet the enemy! It's therefore important to get used to the feel of the game before expecting to beat the hell out of the opposition. The best way to do this is to play the demo scenario, and make sure you follow everything that goes on. Within half an hour, you'll find that the control mechanism is surprisingly easy and intuitive to use.

There are a few general points to remember when playing the game. M1 tanks have much more armour than any other vehicles on your side, so ensure that some of your units don't entirely made up of M1 tanks. These should be used for raiding missions, with the very powerful TOW missiles available on your other vehicles kept further away from trouble. This makes sense, because the TOW missile has a range of about 4km.

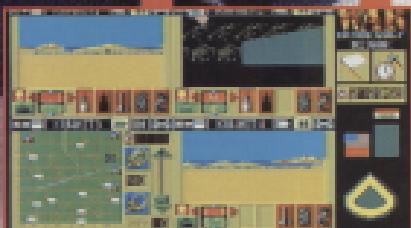
If you find that the opposition are destroying you too easily, there are a number of things you can do:

1. Using your ENGINE SMOKE makes you a much harder target. The Isay vehicles have very inferior infrared imaging, and so if you fire first, target to shoot at. There's nothing to prevent you from using engine smoke most of the time, so keep it turned on as much as you want. This may mean that you need to use INFRARED imaging, particularly if your vision is obscured by clouds of smoke.

2. Normally the opposition unit which is firing at you will be marked on the map display, so as soon as you're receiving incoming fire, try and identify where it's coming from. Once you've been spotted, it's often more effective to destroy the opponent than to run away!

3. Use the areas of the forest, particularly the tree line, to move in if you can. If you move your vehicles just inside the areas of forest on the map display, you can't see the battlefield while retaining "Terrain protection". Your vehicles are camouflaged and often the opponents won't be able to spot you against the tree line.

4. Note carefully the aims of the forthcoming battles, and work out a provisional strategy before you start.



THE ASS-KICKIN' CHEAT

■ On the title screen, pop up a file and instead of your name type in "Let me cheat" (making sure that you include the capital and exclamation mark). Instead of now pressing return, hit the PRESET button. The number next to the LOAD/SAVE column on this file will now be 1, indicating that you're in cheat mode. Now type your name in and you can get into the game as normal.



automatically win. Please note that you get the wrong debriefing text. You can then continue and progress through the game. In this way, you can gradually see all of the battle areas in the game if you wish.

■ If you go onto the map screen during a game, and select a destination using the mouse, then press the left Amiga key followed by the number of a unit (1, 2, 3 or 4), that unit goes to the destination specified on its mice screen. It's a good technique for moving about quickly in cheat mode.



When you reach the map screen when you choose which bases are to attack, you're able to get to any of the squares on the map. Basically, if you hold down your right mouse button while selecting which square to go to, you can choose to get to any square on the field instead.

In cheat mode, there are two major facilities available:

■ If you press the left Amiga key and W during a scenario, you

TIPS BITS

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to questions raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to TIPS BITS, AMIGA FORCE, Impact Magazine, Eastgate, Shropshire SY9 1JW.

Playing Tips!

■ **Hi,** I only just have bought AMIGA FORCE issue 4, you'd have seen my Amiga tip for the first two levels (followed by Level 3 in issue 3). Anyway on Level 1, you have to guide Lee safely to the very bottom-right of the expansive playing area. Collecting all the letters activates the end-of-level bonus game.

EYE OF THE BEHOLDER ■ A-TRAIN

■ **Help!** I have been trying, for ages to get onto Level 3 of Eye Of The Beholder. I am stuck on a part of Level 2, with the room full of masked marauders and passages.

Also, are there any cheats for A-Train that will give me a victory?

Jonathan Cook, Southwark

■ **Bonnie,** we can't help with either game, Jonathan. But I bet someone out there can. And particularly like a full Eye Of The Beholder solution, please, so anyone reading this, write in now!

FLASHBACK

■ **I** am having problems getting anywhere on Flashback. If anyone has any codes for the UK version, I would appreciate them help.

Chris Wm, Laughborough

■ **Lucky** for you, D18 Magazine from the Isle Of Wight sent in all the codes for the legitimate UK version of Flashback — not the dodgy one which other magazinies printed codes for! Luck in this month's Cut-Out 'N' Cheat section (below) for all 21 UK codes.

SKYWALKER

■ **I** am stuck on Skywalker Level 1. I can get the letters, but I do not know where to go after that. I have had the game since Easter (please can you help me?)

Karen McNeil, Inverness

■ **STILL SEARCHING**
THROUGH OLD MAGS FOR THOSE
CHEATS YOU
NEED NOW? —
CUT IT OUT!
THAT'S JUST
WHAT YOU CAN
DO WITH THESE
HANDY CHEAT
CARDS! SO GET
SHIPPING!

CUT OUT CHEAT!

beavers



dogs of war



dragon's lair



exolon



fire and ice



flashback



guy spy



humans



Playing Tips!

MAGICLAND DIZZY

Q3 I was reading back issues of your magazine and I was looking in Tipps Bits and I thought that I would help out Miss M. Recruit of Astrothorne (Issue 5), here's the complete guide to the magical Dizzy.

To rescue Dizzy's friends...

Dwarf: Take the key to the castle, then get the power pill, which kills the ghosts. Get Doss Frog and take her to the castle and give her to the prince.

Devil: Use the handle to get the bucket, walk right and hit the bucket with hot water. Get the stick and dagger. Use the dagger to cut the goat's rope before hitting him in the behind. He then knocks the roll off the bridge. Take the hot water and throw it over Devil. Take the personal stencil to the Priest, then take the paper down the well. Use the paper and the oil falls into the water. Get the sticky stuff and the lamp from the well. Use the sticky stuff on the stencil and blow his pants, you'll be the King. Garry: Take the lamp, cloth and lightning rod. Put the lantern on Dizzy and rub the lamp.

Sylvan: Cut a leaf from the bush with the dagger. Get the switch to cut the burning torch from the lion.

castle and the poisoned apple. Give all the ingredients to the witch, who gives you the need items to use on Dyrin.

Daisy: Take the cross and Drink Me! bottle. Holding the cross, the Vampire gives the special map to you. Give Daisy the Drink Me! bottle to drink her.

Grandpa: Go to the chess board at King, take the queen. Next screen is Grandpa. The mouse are reversed on the chess board. Go to the volcano and talk to the Devil, who gives you the Trident — use it to kill Zaco. He gives you the ring, give it to the Devil and finally collect 30 diamonds (Phew!).

Mark Well, Bexhill-on-Sea, East Sussex.

CHEATS NEEDED!

Q4 Please could anyone tell me any cheats on the following: Billy Party, Asterix BC Kit, Kit-Gate 2, and Super Castle? (by philippe Puy Tressac, Bourg 21 — 0507 Vinsal Lutte), Bolton.

A Thanks for all the tips you sent, Vinod — we used many in the Out-Of-The-Cheat. It makes us feel all the more guilty that we can't help you with any of your queries. Hurry some other helpful reader has the answers?

INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE

Q5 Can you please help me out? I am stuck underground and I don't jump in the water, the man and woman won't give me the wine bottle and I can't find the slab. I can't get through the gateway and I can't pick up the torch! HELP!

Stuart Wernert

A Flippin' heck, I'm sure I got past this bit once, but it was so long ago I can't remember how to do it! Can anyone chip in the answer (no hat required)?

LURE OF THE TEMPTRESS

Q6 Several of our readers sent in full solutions after requests for help were printed in earlier issues. Our thanks to Alan Smith of Wetherill, Mike Hill from Hull, and Martin Harber of Littlehampton for compiling this solution for you all to feast upon...

battle valley

BEST

Before playing, type
ROGER MILLIE
THE MAN ON
THE TELLY
for infinite tanks.

exolon

SECRET

Enter your name as
AD ASTRA
on the high-score table
for a big surprise.



More crazy coupon capers... these new-look cheat coupons are good, aren't they? They're ideal for cutting out and putting with the relevant games — very handy! Thanks to all the readers who sent in tips. If you've any cheats, level codes or secret subgames, let us know. We're always on the look-out for more material.

dragon's lair

BEST

Hold down Esc, R, I, L, N, 7 then fire to see the game being completed.

dogs of war

BEST

Before starting, type
TIMBO
and then press F5 for infinite lives.

beavers

SECRET

Some passwords for this cute little platformer:
Level 1 — ZEGOOLI
Level 2 — NRULINK

humans

SECRET

Level codes:

1 — Gorilla	11 — War war
2 — Andy Party	12 — 4 Multitask
3 — Goliath	13 — Dr. Demento
4 — Gorilla	14 — Blue Monkey
5 — Gorilla	15 — Red Beard
6 — Gorilla	16 — Red Fonda
7 — Gorilla	17 — The Doctor
8 — The Gorilla	18 — G.I.
9 — Gorilla	19 — Bert in red
10 — Gorilla	20 — Beast

guy spy

READY/SET

Type in

GETVONMANXGUY
Then return them F1 to see the game being completed.

flashback

SECRET/DELPHINE

Here are all the level codes for the OFFICIAL UK version of Delphine's classic:

Level	Easy	Medium	Expert
1	WIND	FIRE	WIND
2	UPPER	BURST	UPPER
3	ALVA	EGOIS	LINE
4	WIND	QUART	WIND
5	TEST	DRIP	LEILA
6	GOLD	TREE	MARSH
7	WALL	BOMB	WIND

fire and ice

SECRET

Type
COOL
whilst playing to activate a handy cheat.

Escaping From The Skarl Prison

As soon as you start, walk over to the family touch on the wall and get or pull it. That bed of straw before catches fire. Walk to the top-left corner and wait for the guard to enter. As soon as he has, leave the cell and close and lock the door. Talk to the prisoner hanging on the wall and he says he wants some water. Leave the room by the right door and enter the Guard Room and get the knife on the bench. Look at the barrel in front of the tap. Go over to the right of the screen and use the knife on the sack and get the bottle. Return to the barrel and use the bottle on the tap. Leaves, and enter the Torture Room. Use the knife on the leather cord to free Rapsoach. He now follows you. Go back to the water well and give the bottle to the hanging prisoner. He tells you how to escape. But Rapsoach is poor in the choices on the road so go through. Follow him and you end up in the town.

Rescuing Gosewin

You need to find the bakershop, Lutheen. He's in the forge in Senni Street — you'll hear him when you get near the forge. Enter and pick up the Thimbles and talk to Lutheen, tell him about Wulf and please give you some information. Leaves and walk around the town and talk to everyone you meet about Gosewin. Find the man in the long green coat and ask about a

job. He gives you a metal bar to take to the shopkeeper in the market place, where you're rewarded with some coins. You must also be given a blue gem and a stone. Take this gem to the brazier at the Maggot Inn and you get a flask of oil.

Go and find Lutheen and tell him about Gosewin. He tells you to find Gobba; he's sitting in the Maggot Courtyard. Before you leave, give the flask of oil to Lutheen, to get an empty flask back! Leave and fed Gobba.

Ask Gobba about the Dragon and he spins a yarn before giving you a flask — give this to Rapsoach. Go to the Sealed Arms in West Street and talk to the woman living by the fire. She says something about the Wizard and gives you his Diary.

Go to the Wizard's house in the Market Place and tell Rapsoach to pick the lock. Read the diary, enter the house and look at the apparatus on the table, use the Thimbles on the burner, wait for the liquid to boil, then use the empty flask and get the potion. You must leave the house before a guard enters and gives you a good kicking.

Go to Wenggate and drink from the flask; you run into Selene. Walk right and talk to the guard by the town hall door and he allows you to enter. Tell the guard there to release Gosewin.

The Dragon's Caverns

Follow Gosewin to the hero shop and wait for the

Playing Tips!

potion to wear off, then enter the shop and talk to Gosewin. You find that Lutheen is plotting against Selene. Find Lutheen and talk about his plans — your reply doesn't matter. Get the large and final Mallet, who offers you a job; accept it and he gives you a book to take to Gosewin. Instead take the book to the head of Blackmoor Rose. The monks tell you about the Dragon, and the herbs needed to control it.

Go to the herb shop and Gosewin says she is out of one herb. Find that herb in the forested outside the village. Return to the shop and Gosewin makes the potion. Now go to Gobba and tell him to kick for the keys in Wenggate. Go to the Sealed Arms and talk to the barmaid. She tells you the names of the gypsies outside the Wenggate to whom you talk to enter. If you're not able to because you're not a woman, find Gosewin and ask her to help, return to Wenggate and tell her what to do. The gates open; enter and Gosewin follows.

In the cave there are two skulls; look at them both and then pull the right skull. The door opens to the next room. Enter and Gosewin follows.

Look at the next set of walls — you must look at them both or Gosewin can't help. Tell her to go back to the entrance cave and pull the left skull and then



Playing Tips!

the right and come back to the green Cave. The door opens and you enter the Blue Cave. Put the left scroll to the Green river. Now walk to go back to the Green Cave and put the left scroll and then the right. The other opens to the Dark Caves.

All this time it's best to save the game because you need a boar. But you have to fight to get into the Dragon's Lair. Pick up the axe and begin the fight. Middle body blocks with the axe is about the best way to kill the beast. Walk through into the Dragon's Lair and wait for him to wake, immediately use the heart potion on the dragon before he's able to turn you to wood with his breath. The program may say that the potion hasn't worked but it has. Convince him to help you and he gives you the Eye of Goliath, the only object that can kill Soren. Now all the caves by turning the left scroll of both the Blue and Green caves. Soren joins you. Go to Einar's shop and wait for a guard to appear and write. Walk up to the window and look through it; you see the guard telling Einar to help him kill Soren by getting any item so he can be smuggled into the castle. Wait for the guard to leave and enter the shop. Talk to Einar and say you'll take his place in the barrel. Einar agrees. Then guards come and take the barrel to the castle. From the outside, go to the kitchen and meet a boy

called Morwen. Talk to him and he will help. Get the barrel near the sarcophagus and also get the last scroll from the sarcophagus. On the back to the collar and pull the string on the barrel to the right. Immediately set Morwen to go to the mire and tell him something in the collar. The guard comes, drink the sleeping wine and falls asleep.

Make your way through the sleeping guards in the Hall to the Kitchen House. Use the lot to loosen the study lever. Tell Morwen to pull the lever, and at the same time you must operate the switch. Leave the greenhouse, go back through the hall and up to the second floor. Eat the cheeseburger which is now clean.

There is a boar standing between you and Soren's Tower. Using the same tactics as before to defeat it. Some of the guards below you fight.

Once he is dead there is a lot more and watch the end sequence and the head in the lot...

PREMIERE

Q: I am in agony playing Premiere as I can not kill the gauntlet at the end of Stage One. Please release me from the pain and tell me how to give him a kickin'. **Paul Lee, Bishop, Kent.**

A: Thanks for your Robin Hood codes, Paul. AMIGA FORCE wasn't ever going when Premiere appeared last autumn, so we're afraid we can't help you. I'm sure some clever reader can, though...

CREDITS

■ Our writers thank go to everyone who sent in Tips this month, whether they were used or not. Keep 'em coming — without your input this section would cease to exist!

Also, special thanks to the following readers for providing cheats and codes used in this month's *Cheat* section...

- **Si McGuire,** Isle of Wight
- **Alfred Luis,** Bolton
- **Tony Kell,** Slough, Essex
- **John McGinn,** Greenock
- **Rory P. Lancashire**
- **Paul Lee,** Bishop, Kent

TIPS WINNERS

Reader Of The Month is **Si McGuire** of Newport, Isle Of Wight for his official UK Flashback code. Remember, the more tips you send us, the more chance you have of winning! The lucky lottery winner, picked out of the hat full of tickets, is Luton's **Martin Harbin.** Martin, with a year's subscription to **AMIGA FORCE**.

jaguar xj220 CODE

Switch the radio on, tune it to 085.4 (the A Team). This will enable you to beat the lap record every time.

humans CODES

More **more** **level** **coders**

01 —	Baroque	12 — Building there
02 —	Big Red	13 — This is
03 —	Big Win	24 — Learning not
04 —	Blitzkrieg	25 — Levels of
05 —	Blitzkrieg	26 —
06 —	Blitzkrieg	27 — Never the same
07 —	The Cities	28 — In and of
08 —	Empire	29 —
09 —	Home and	30 — Return to a
10 —	Home	31 — Battle the
11 —	Home	32 — Best Way Back
12 —	Technopede	

humans CODES

More **more** **level** **coders**

11 —	Baron	12 —	Building there
12 —	Building	13 —	Dooley
13 —	This is	14 —	Madly Mad
14 —	Empire	15 —	Wise
15 —	Home	16 —	Concentrated
16 —	Home	17 —	Very Happy
17 —	Home	18 —	Another day
18 —	Home and	19 —	Another day
19 —	Home	20 —	Another day
20 —	Home	21 —	Another day
21 —	Technopede	22 —	Another day
		23 —	Another day
		24 —	Another day
		25 —	Another day
		26 —	Another day
		27 —	Another day
		28 —	Another day
		29 —	Another day
		30 —	Another day

humans CODES

More **level** **coders**

11 —	Vita 4 Man 2	12 — Racing Jack
12 —	First morning	13 — The Pig 8
13 —	Baron	14 — Approved
14 —	Baron	15 — Mystery
15 —	Baron	16 — Mad Paddy
16 —	Baron	17 — Star Wars
17 —	Baron	18 — Factoria
18 —	Baron	19 — Return to a
19 —	Baron	20 — Home Sweet
20 —	Baron	21 — Apple Juke
21 —	Baron	22 — Party
22 —	Baron	23 — Home man

robin hood CODES

Hold the left mouse button down, then click the left mouse button. The following codes will appear:
 001 — Robin Hood (Default)
 011 — Outlaw King (Default)
 021 — King Arthur (Default)
 031 — King Richard (Default)
 041 — Maid Marian (Default)
 051 — Prince John (Default)
 061 — Little John (Default)
 071 — Friar Tuck (Default)
 081 — Robin Hood (Default)
 091 — Robin Hood (Default)
 101 — Robin Hood (Default)
 111 — Robin Hood (Default)
 121 — Robin Hood (Default)
 131 — Robin Hood (Default)
 141 — Robin Hood (Default)
 151 — Robin Hood (Default)
 161 — Robin Hood (Default)
 171 — Robin Hood (Default)
 181 — Robin Hood (Default)
 191 — Robin Hood (Default)
 201 — Robin Hood (Default)
 211 — Robin Hood (Default)
 221 — Robin Hood (Default)
 231 — Robin Hood (Default)
 241 — Robin Hood (Default)
 251 — Robin Hood (Default)
 261 — Robin Hood (Default)
 271 — Robin Hood (Default)
 281 — Robin Hood (Default)
 291 — Robin Hood (Default)
 301 — Robin Hood (Default)

premiere CODE

Type
SPARKPLUGS
on the title screen,
then F1 and F10 for
effects.

nicky 2 CODE

Level codes

2 —	DRACO
3 —	ATIKH
4 —	FIRAM
5 —	LURNA
6 —	PALET
7 —	MUURA
8 —	SLORY

nicky 2 CODES

Press Space during the intro sequence then type DRAM. Keys F1-F8 provide a few weapon codes. Pressing Delete takes you the the next level, and Breaks you jump very high.

tv sports boxing CODES

These codes give you super-powered boxers.
 If at any point you want to change boxer or just want to collect coins instead of points, then type the codes below:
 001 — Super Boxer (Default)
 011 — Super Boxer (Default)
 021 — Super Boxer (Default)
 031 — Super Boxer (Default)
 041 — Super Boxer (Default)
 051 — Super Boxer (Default)
 061 — Super Boxer (Default)
 071 — Super Boxer (Default)
 081 — Super Boxer (Default)
 091 — Super Boxer (Default)
 101 — Super Boxer (Default)
 111 — Super Boxer (Default)
 121 — Super Boxer (Default)
 131 — Super Boxer (Default)
 141 — Super Boxer (Default)
 151 — Super Boxer (Default)
 161 — Super Boxer (Default)
 171 — Super Boxer (Default)
 181 — Super Boxer (Default)
 191 — Super Boxer (Default)
 201 — Super Boxer (Default)
 211 — Super Boxer (Default)
 221 — Super Boxer (Default)
 231 — Super Boxer (Default)
 241 — Super Boxer (Default)
 251 — Super Boxer (Default)
 261 — Super Boxer (Default)
 271 — Super Boxer (Default)
 281 — Super Boxer (Default)
 291 — Super Boxer (Default)
 301 — Super Boxer (Default)

trained assassin CODES

(1) Let the demo come up and hold Z, A, Y, T, the left cursor key and T on the keyboard for infinite lives.
 (2) Hold down A, T, half step, 4 and Enter on the keyboard. F1 to F5 now skips through levels.

tritoblaze CODES

On the title screen, hold down Help, L, 1 and 2 and type CHUBL. During the game pressing F3 removes gravity, F5 changes ball shapes, F6 changes the other player's ball and pressing Help gives a laugh.

tower of babel CODES

When you're collecting monoliths, form the grabbed to face a blonde and a man in a tux. That's = FIRE, 1, 2, 3, 4, FIRE. The game registers that two blonde have been collected instead of one.

Are you regular?

Hey! Do you want the good news or the even better news? Well, the good news is, that from issue 6 (on sale 25 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! But more has been learned, preparing for the latest, hottest tips. Now, I'll be hitting the streets **EVERY** 4 weeks!

The **even better news** is you can get AMIGA FORCE on a low-cost, recession-beating subscription. Not only do you receive 12 issues of the magazine for serious Amiga gamers, you also get THREE great Gremlin games (MSD original value £74.87) for just FOUR pounds extra! It's brilliant, isn't it?

LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two-classy sequels, this is the two-player driving game. The inferno-like 3-D action is superb; the competition furious, as you burn and barge past the computer cars and into each other on plastic-strewn tracks.

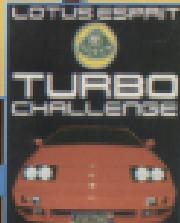
THREEBIES!

SWITCHBLADE

■ A cracking arcade adventure with the heaviest punching and kicking battles galore as the searchers for the fragments of a mythical sword. The innovation of showing unexplored areas as until removes the risk of backtracking in the extensive underground levels.

MANIX

■ A souped-up variation of the classic Q-Bert game, this has you jumping around the enormous 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



BUT I'VE ALREADY GOT ONE!

■ However, we realise that some of you dedicated gamers may already have one (or more!) of the three free games. In this case, you can subscribe — without getting the games — for a special DISCOUNT price!

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Next Month!

FORTHCOMING ATTRACTIONS

IN NEXT MONTH'S AMIGA FORCE...

SMART CARDS...

Remember those ace tips cards we gave out last month? Well next month we're giving you two more! We've got some great hints on Team 17's excellent Body Blows, and we'll also be taking a look at Electronic Arts' Syndicate.



THE FINAL SOLUTION...



We may not be the final ones, but we're taking an in-depth look at Lucasarts' Lucas Zone in this XL classic. We're also taking our way through more levels of Lemmings 2, giving you the greatest chaotic in a handy cut-out'n'keep format and generally letting you know what to do, how to do it and convenient ways round it if you fail.



REVIEW
REVIEW
REVIEW

We don't like to make definite promises about what's in next month's reviews section as we can't be certain what games will be finished in time — besides we had our fingers burned over Radiodon (still not ready folks, wait till you know when it's done). Even so, US Gold's Kingmaker should be ready for review next month, as should Team 17's Overdrive and PT Challenge. We also plan to review Alternative's Suburban Commando and Aiki Alto, plus Ocean's European Challenge, Superleague Manager, and — Fingers crossed — Jurassic Park! On the CD front we should see the cancellation of RadioCod, but rest assured we won't review any unfinished titles — if it's nearly ready we may give it a Playtest instead, but we never give our final verdict till a game's 100% complete.

amiga FORCE SPECIAL RESERVE

Dear Mr Newsagent:

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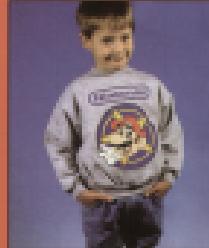


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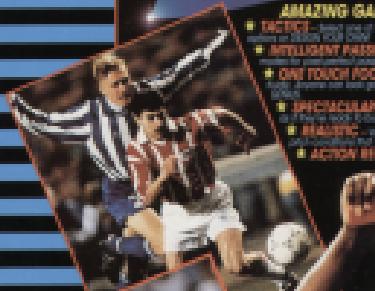
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